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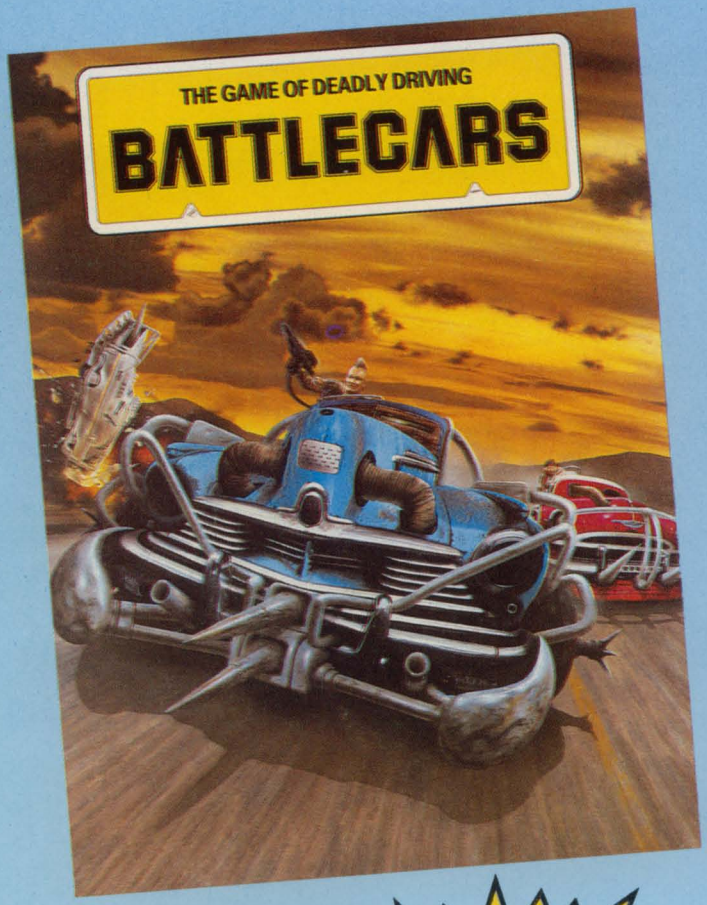

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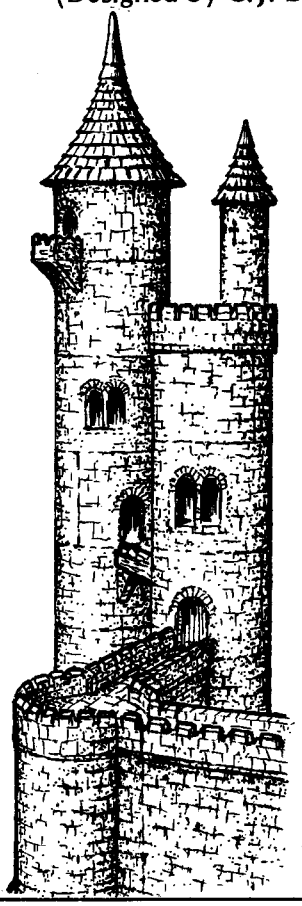

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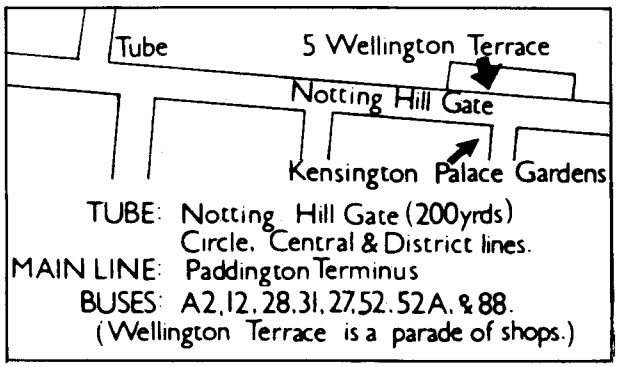

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Dwarfs

Dwarfs are not a numerous people, they live a long time but multiply very slowly. They are also very 'clannish' and live in small extended family communities, these often take the form of inaccessible castles or underground holds. They are powerful warriors and much feared and respected, even by Goblins.

Dwarfs are intensely proud and often very short tempered. Dwarf history relates many occasions when Dwarfish indignation at some petty slight resulted in racial feuding or costly war. One such occasion was when Wulfrun Willowhand was slain in a drunken brawl with Grom 'The Paunch of the Misty Mountain', a Goblin of especially ill repute. The resultant feud lasted for half a century and became known as the Goblin Wars, this was a bloody and costly affair which ended in the destruction of the remaining Goblin armies at the battle of 'Mad Dog Pass'. The battle raged for three days and ended in total victory for the Dwarfs led by Wulfrun's surviving relatives Thorgrim Branedimm and Dain Ironhead.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-10	Guardsman	3½	5	3	2	C	1	2	1	Sword	YES	9	20 Max.
11-60	Warriors	3½	4	3	2	C	1	2	1	Sword	YES	9	
61-75	Militia	3½	4	3	2	C	1	2	1	Sword	NO	9	
76-90	Mounted Dwarf	6½	4	3	2	C	1	2	1	Sword	YES	12	15 Max.
90-95	Bolt Thrower	?	-	3	4/5	C	2	1	-	-	-	30+Crew	3 Max.
96-00	Dwarf Personality - choose Dwarf Hero or Mage.												

SPECIAL PROVISIONS

1. Up to ¼ (25%) of the Dwarf Warriors may carry Crossbows in addition to other weapons. BUT NO MORE.
2. The Dwarf Militia usually only fights in times of the direst need. This consists of very old and very young Warriors, women, disabled Dwarves and servants. They are armed with the first thing to hand (with Dwarves this is usually something deadly), kitchen knives, clubs, axes, agricultural tools and such like. Militia units never have Champions or Standard Bearers, although they still have Leaders.
3. Dwarfs may employ War Engines. See the Fighting Fantasy Battles section for details and full rules.

SPECIAL RULES

1. Dwarfs are not natural horsemen, the ponies they ride are small and stolid, more suitable as pack animals than cavalry mounts. For this reason Dwarf Cavalry receive no charge bonuses and suffer a **minus 1** 'To Hit' penalty.
2. Dwarfs **Hate** Goblins and Orcs.
3. Dwarfs are **Magically Resistant**, average Willpower is 10.

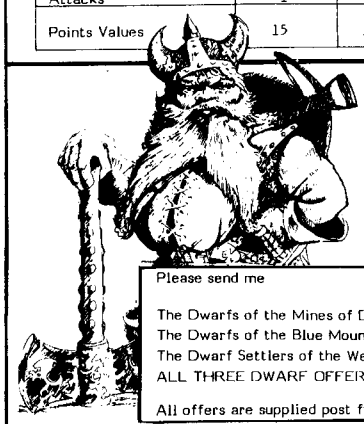
DWARF CHARACTERS - HEROES AND WIZARDS

Each Dwarf Regiment will have a Regimental leader. Unless he is also a Dwarf Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+2.

Each Dwarf Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Dwarf Battalion will have 1 Dwarf Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword, either a normal sword or double-handed sword; or else an axe or double handed axe. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	9
Bow Skill	2	3	4
Strength	2	3	3
Toughness	B	C	D
Wounds	2	3	4
Initiative	3	6	7
Attacks	1	2	3
Points Values	15	39	65



The material for this advertisement has been excerpted from the forthcoming WARHAMMER supplement *Forces of Fantasy*

A Dwarf Battalion may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a hammer and Personal Talisman, which is itself usually a hammer.

	Novice	Acolyte	Adept	Mage
Weapon Skill	4	4	5	6
Bow Skill	3	3	3	4
Strength	2	2	2	3
Toughness	C	C	C	D
Wounds	1	2	3	4
Initiative	2	5	6	7
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	7	11	16	21
Points Value	109	311	521	754

Generate the number of spells available as follows:-

2D3 Spells at each Level Lower than Mastery
1D3 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

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DWARFS OF THE MINE OF DRONGORIA
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WHITE DWARF

Issue 49 January 1984

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As we tentatively step into George Orwell's much-feared year of 1984, will we find that Big Brother is no more a threat than a Stirge with a broken wing? I certainly see no evidence of state-controlled gaming. It seems to me that role-playing games allow their players freedom of expression as no others have done before them. However, be careful of whose company you are in if you find yourself mentally designing a killer scenario. You might get arrested by the Thought Police!

Ian Livingstone

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ALFKA

MAJOR CITY	(F) FOXVILLE
(H) HOWARD	(J) JULIET
(C) CHARLSTOWN	(D) DELBERG
(G) GORN	(I) IBARN

A different scenario for Traveller, Space Opera *and* Laserburn *for two opposing groups of 4-7 players. The nature of the adventure is such that it should prove an easy matter to convert for use with other SF RPGs. Information has been given firstly for* Traveller. *Where stats differ between the game systems, the alternative is given in brackets.* LB = Laserburn, SO= Space Opera.

SHUTTLE SCUTTLE

by Thomas M Price

Background

Alfka is a relatively unsurprising planet in an unimportant Sector of the Imperium (*SO*: Federation). The chief export is crystals used in the optical technology for Imperial Federation Ships back-up Battle Computers.

The Government of Alfka is harsh and oppressive, but due to the value of the crystal exports and the government's efficiency and reliability in ensuring the trade, the Imperial Federation Authorities have in the past preserved the status-quo. Recently, however, representation to the SubSector Capitol about the harsh methods employed by the Alfkan government has been gaining support. There has been some action by local revolutionaries/terrorists but without any notable success as most of the population are content with the security the government provides. In the last few months the Government forces in *Operation Snapshot* have managed to capture and imprison a number of the principal revolutionaries/terrorists.

Representatives from the Sector Government are visiting the SubSector Capitol at the moment, and on the 45th of this month (Summer) will be paying a State Visit to Alfka. The events in this game happen during the Visit.

Outline of Play

Two teams of players are required, one of four players and one of three; however less will do if seven players cannot be found. The teams are placed in separate rooms, each player is given the relevant briefing sheet and play starts. The Referee runs between each group with his notebook. Player characters are as follows: Team One: 3 Terrorists and Shuttle Pilot. Team Two: Starport Commander, Chief of Police, Government Representative.

The Hostage Takers

(For the terrorist players only)

'The Peoples Revolutionary Army' or 'The Red Redemptionists'. Members of the Revolutionary Cell on board the Shuttle: *Gage, Maan,* and *Hariss*.

Your names and documents are false and you are unknown to the authorities because you have never done this type of thing before. You have sympathised with your Revolutionary Brothers in Charlstown (even though you have never met any of them) and agree wholeheartedly with their ideals. You have heard of the disaster of Operation Snapshot where the tyrannical authorities captured and imprisoned twenty of the movement's principal Brothers and Sisters. You have resolved to free them and demonstrate to the Sector Governor the real situation on Alfka.

So you have decided to hijack the Delberg to Charlstown Shuttle, land it at the Spaceport for maximum publicity, and hold the passengers hostage for the release of your Brothers.

Objectives

1. The release of twenty political prisoners from the Charlstown State Jail.
2. A public statement on all channels acknowledging the government 'Oppression of the People'.
3. Three MegaCredits in Imperial Credit Placs.
4. Escape alive.

Weapons and Equipment

3 x Autopistols. (*SO*: 9mm autopistols, TL 5/6). 2 x Hand grenades, HE, TL8 (*SO*, see *Ground and Air Equipment*, p31, Regular Grenades). 5kg of Plastic Explosives. 1 x 10 Second Delay Detonator.

Notes

The weapons are hidden in the First Aid kit in the starboard Fresher, the explosives in the Fire Extinguisher in the other Fresher and the Detonator is in Hariss' hand baggage. They were hidden on board by a maintenance worker who was blackmailed by Maan.

You know that, in order to open the iris valve to the Shuttle's bridge, you need to carry a marker tag which activates the sensor by the valve. The tags are concealed as part of the crews uniform. You each have, in your hand baggage, 2 Autojects of Combat Drug [*Book 2*]. *LB*: Steam, *SO*: 2 Medijectors of Expeditor.

Shuttle Pilots Brief

(Shuttle Pilot only)

You must do everything you can to ensure the safety of your passengers, *This is your prime concern.*

The following notes are to assist you if questioned by the terrorists, your actual reply to any question is up to you. You can (and indeed should) lie in order to protect lives. For example, if the terrorists say that they will kill a hostage if the Shuttle is not refuelled in half an hour, you could tell them that it usually take at least an hour (where it actually takes fifteen minutes).

Notes

The Shuttle follows a semi-ballistic path to save fuel and as such, *has* to land at the Spaceport. It does not carry enough fuel to do more than the most basic of manoeuvres, and certainly not enough to land vertically. Needless to say this fact is not generally publicised. You can prove it by showing the fuel gauges.

You (the Captain) require at least 2.8kms of flat metalled runway to land on. The only alternative to this is ditching in the sea. The Flight Officer usually requires at least 3.5kms to land safely.

A single refuelling tender would take 15 minutes to refuel the Shuttle to full capacity, once it arrived at the site. Refuelling requires only one man from the automated Refuelling tender.

There is a concealed switch in the Bridge which changes the Shuttles transponder signal to indicate that it has been hijacked.

As a security precaution the iris valve onto the Bridge will not open unless the person trying to open the valve is wearing a company name-tag. These are sewn onto the crews uniforms and have the marker tag which activates the valve's sensors concealed behind them.

The two Stewardesses are both trained in First Aid (Medic-1, *Traveller* and *LB*. Meditech 1 in *SO*).

Dependant *Arams* is deaf and was given a complimentary ticket by the Shuttle Line, so she and her parents could visit the clinic in Charlstown.

All hatches are lockable from the Bridge and can only be released from there. On each hatch there is, however, a manual lock which cannot be released from the bridge. In an emergency, explosive bolts holding the hatches in place can be triggered; blowing all the external hatches out at once.

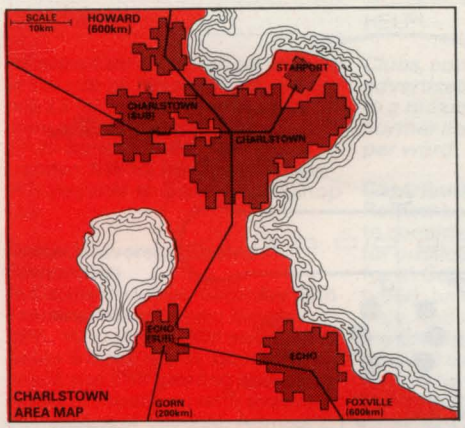
The drinks/pre-packed meals are served from a trolley, which is rather large and fully occupies one of the isles when in use. The trolley can be clamped to the floor in any position by a lever on the front.

There is no camera/viewport for below/above or directly behind the Shuttle – these are blind spots, and there is a 1.5m of clearance under the body when the landing gear is down.

In order to vertically take-off the belly thrusters require 10 minutes to warm up. They can be kept 'warmed up' for one hour, after that they will overheat and the safeties will cut in, preventing take-off for one hour to allow them to cool down. The main engines can be kept 'warmed up' indefinitely, but will consume fuel at the normal rate. Warm up time for the main engines is 20 minutes. The Shuttle can take-off by running down the Landing Ground on main engines only, and taking-off like a TL7/8 (*SO*: TL5) jet liner. This operation requires at least 2.5kms of straight runway.

The flight from Delberg to Charlstown takes 5 hours (+/- 10 minutes). Flight endurance is 15 hours at the normal rate on full tanks.

The passengers are usually collected in a Spaceport bus, which transports them to the Shuttle and they board/



dismount through the starboard hatch. A small tractor unloads the luggage container from the rear of the Shuttle and tows it after the bus.

Equipment locker contents: 1 Survival Rifle (*LB*: slug gun, *SO*: .30 rifle), 2 10-Man/day 'Rat-Paks' (*LB*: iron rations, *SO*: concentrated rations), 2 Inflatable Survival Rafts, 1 Axe, 4 Distress Flares (rocket type), 2 torches, 20 metallized-plastic Survival Bags, 1 Distress Beacon, 1 gas operated siren, 1 50m rope.

Ships locker contents: 2 Vacc Suits (*SO*: VS2's), 1 Zero-Gee Thruster Cluster, 1 Spare air tank, 1 Large scale Medi-kit (*SO*: Field Medi-kit), 2 CO_2 Fire Extinguishers, 1 Mechanical/Electronic tool kit, 1 heavy duty gloves.

Above the containers in the cargo area, is 0.5m of free space.

The Government Representative

(For the Representative only)

You are the Government Representative and are in supreme command of all operations. With the State Visit under way you are keen to present the Government in a good light, as a concerned leadership whose prime regard is towards its citizens. To this end your objectives are as follows (in order).

Objectives

1. Rescue the hostages alive.
2. Not give in to terrorist demands.
3. Capture the terrorists.

It is important that you succeed without loss of life (unless it is a terrorist of course!) and you realise that your future career depends on your handling of this operation.

Forces Available

The Army, the Navy (the Scout Base Commander will give assistance if required), the police, and the usual Emergency Services.

The Starport Commander

(Commander only)

As Starport Commander you are responsible for the planning and execution of all Military Operations and the deployment of all forces within the Starport boundaries. While you personally think that any talking to terrorists is a waste of time, and storming the Shuttle is the only solution, you are well aware that there is a lot of interest in this operation and will always follow orders. This is a welcome opportunity to show the Army off in a good light after all the publicity the Police have been getting from Operation Snapshot.

Forces Available

Mobile: *Close Observation Group* (8 teams of 4 men), Surveillance Specialists. *Special Response Group* (4 teams of 4 men), Snipers. *Regular Defence Battalion* (5 companies of 115 men), troops are trained in Internal Security Operations. *Armoured Defence Group* (3 Squads of 4 armoured cars *Journal 14*, p28, *SO*: 'Early' Lt tank [*G & A*, pg4], *LB*: Partisan, wheeled variety). *Demolitions Squad*. (19 men in 5 light APCs, *Journal 14*, p29, *SO*: 'Early' APC (T) [*G & A*, pg4], *LB*: APCs). Demolitions and bomb disposal experts. *Quick reaction Group* (72 men in 8 STAMPs [STAMP = Small Tactical Aerial Mobility Platform]), Trained in STAMP operations.

Fixed Installations: 3 x Triple Beam Lasers (*SO*: 3 x Heavy Calliopes [G & A, pg30], *LB*: Heavy lasers). 6 x Missile Launcher Bunkers (*SO*: SAMS, *LB*: Missile Launchers, HE).

Special Equipment

Close Observation Group

1. *Long Range Listening Device*. (LRLD). This man-portable device is fitted to the standard Military back-pack. It consists of a laser projector, receiver and enhanced broad-band recorder/transmitter. It is aimed at a window of an enclosed area, or any reflective material liable to be effected by the vibrations of people talking, and measuring these vibrations in the reflected laser light. Computer filtering and enhancement is done to the signal relayed from LRLD and the filtered sounds relayed to the relevant personnel as required. The beam does not have to be at right-angles to the window, but the nearer it is to 90° the better the pickup. It can be defeated by the background noise being too high, or containing certain frequencies (eg large numbers of people talking or certain types of engine running). Wt: 12kg. TL: 9 (*SO*: TL6). Cost: 12,950Cr (without computer backup).

2. *Voice Analysis Equipment*. (VAE). This analyses the voice pattern of subjects and detects the mental state of the person talking – if he is lying or not. In order for it to work it must analyse answers to questions which are known to be true or false to obtain a reference. The longer it is in operation the more accurate it becomes. It is defeated by distortion in radio signals, a trained subject who knows what is happening, a subject who is on drugs (it will detect this and nothing more), and the subject speaking in very short, clipped sentences. Wt: 75kg. TL: 9 (*SO*: TL6). Cost: 100,000Cr.

In addition to the above equipment the COG will have computer enhanced video cameras, voice amplification equipment, sound recorders/amplifiers, and secure communications to each other and higher command.

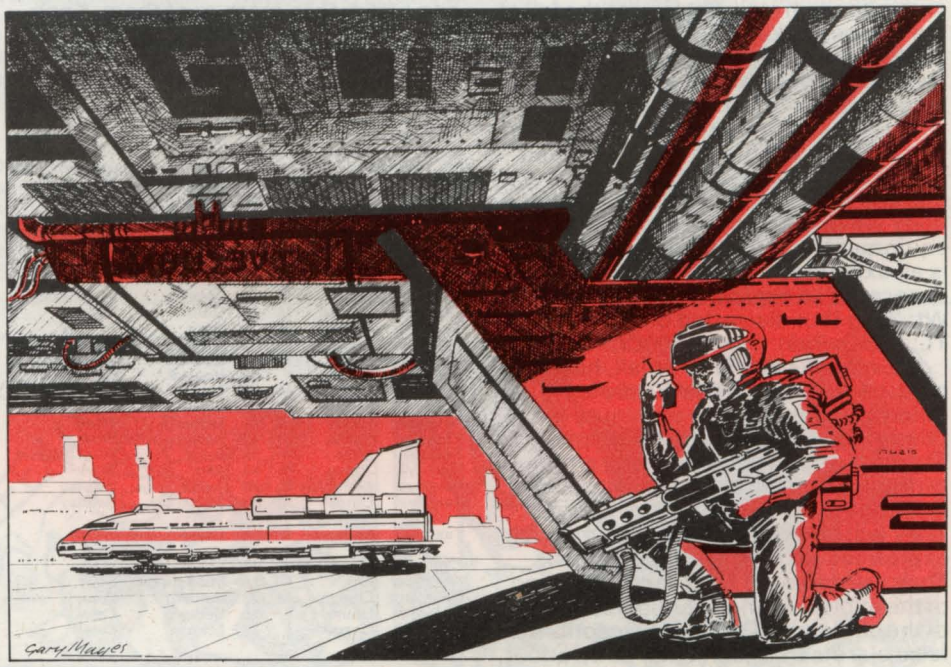
Special Response Group

All personnel in the SRG are equipped with high velocity sniper rifles with electronic sights and mounts, silencers, and secure communications to each other and higher command. All will have a skill level of 4 with their rifles (*SO*: skill level 80%, *LB*: 110%).

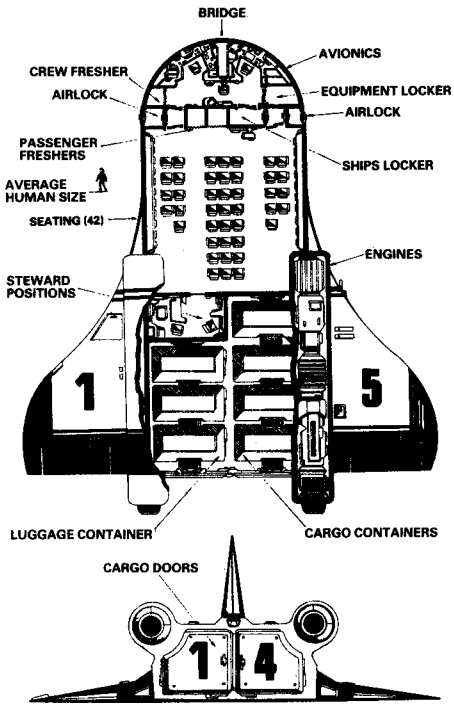
Quick Reaction Group

1. *Small Tactical Aerial Mobility Platforms*. (STAMPs). Using a simple VTOL airframe with twin Westinghouse G3 basic turbofan engines with thrust vector control, the STAMP is the precursor to the Air/raft. It is easiest to imagine as a helicopter without rotors or a tail boom (a Puma/Huey). The turbofan ducts run along the floor from the engine situated in the rear. Wt: 4 tons. TL: 8 (*SO*: TL5). Cost: 270,000Cr. Armour: none. Thrust: 6 tons. Damage points: 400. (*SO*: Damage Capacity 12, *LB*: Light Armour). Fuel: 2,200 litres (1.25 hours). Capacity: 8 troops + 2 crew. Max speed: 300kph.

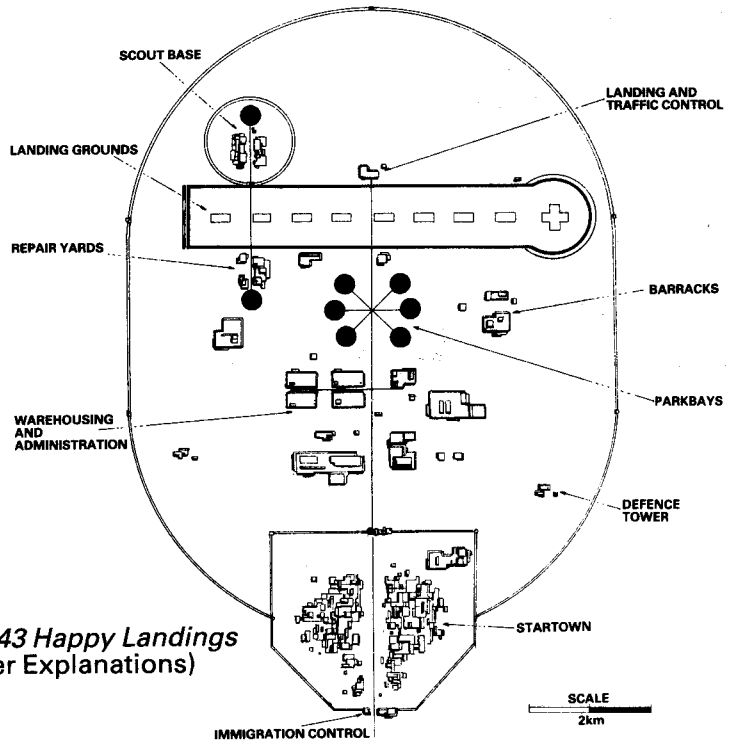
2. *Concussion Grenades*. These grenades, (*SO*: regular grenades, *G & A*, pg31), when used, create a loud bang and overpressure in order to stun the target. They are quite dangerous in confined spaces and when they explode, personnel in a confined space (like the inside of the Shuttle), may get perforated eardrums. They can be defeated by wearing pressure helmets, or the effects reduced by taking Combat Drug (Expeditor/Steam).▷



95 TON STANDARD SHUTTLE
(modified for Passengers)



ALFKA SPACEPORT 'C' CLASS SCOUT BASE REPAIR YARDS



(See *WD43 Happy Landings* for further Explanations)

▷3. *Electromagnetic Inductor.* This induces electric/magnetic fields in electronic equipment preventing it from functioning. It can defeat most simple locking devices by burning out the circuits. Defeated by manual locking devices. It only effects equipment it is in contact with . Wt: 1kg. TL: 9 (*SO*: TL6). Cost: 650Cr.

4. *Drop Packs.* Retro-rocket packs used to safely arrest the descent of troops dropping onto a target. The fuel is a binary liquid propellant stored under pressure in two tanks in the pack. A simple proximity fuse detects the approach of the ground and activates the pack, righting the trooper and lowering him safely to the ground. There is no guidance system in the normal military pack but they are ejected from specially equipped Cutters containing extensive ballistic computers to accurately determine the fall of the troops. A skilful operator can, by shifting his body weight, land within a few meters of a chosen point from any height above 1000m (lower will not allow enough time to make a difference). The pressurised fuel is dangerous but the quantity is determined by computer and will vary according to the trooper's body weight (and the weight of his equipment) and the height of the drop. It is all expended before landing, thus the chances of an explosive hit are minimal. Wt: 30kg (but discarded on landing). TL: 8 (*SO*: TL5). Cost: 1000Cr.

5. *Explosive Sniffers.* Small, hand-held, battery operated devices for detecting the presence of minute quantities of explosives in the atmosphere. They are operated by pressing a trigger on the side and an audio or visual alarm indicates the presence of explosives. They will detect almost all commercial explosives and some military ones. They are defeated by complete sealing of the explosive and chemical scrubbing of the container. They are susceptible to false alarms from solvents, body odour, continuous use and incorrect adjustment. The QRG personnel equipped with this device are expert in its use. Wt: 1kg. TL: 7 (*SO*: TL: 5). Cost: 250Cr.

All personnel in the QRG are equipped with combat armour, communication helmets, 7mm assault rifles or auto shotguns in addition to the usual military equipment.

The Police Commander
(Commander only)

As the Chief of Police you are responsible for all Police operations, the gaining of intelligence, identification of suspects, arrest and imprisonment of criminals. These 'Revolutionaries' are nothing more than common criminals and should be treated as such. You are a humanitarian man however, and you feel that executing terrorists is wrong and just makes martyrs of them. Keeping them in jail for twenty years, where they will be made to do useful work for the community is the best option.

Passenger List

Status	*Name*	*Sex*	*Age*	*Home address*	*Travel reason*
Taxpayer	Arams	M	26	Delberg	Medical
Taxpayer	Arams	F	27	Delberg	Medical
Dependant	Arams	F	4	Delberg	Medical
Taxpayer	Bink	M	54	Echo	Holiday
Taxpayer	Bink	F	50	Echo	Holiday
Taxpayer	Bink	M	28	Echo (sub)	Holiday
Taxpayer	Coram	M	36	Foxville	Work (Mining)
Taxpayer	Coram	F	34	Foxville	Work (Admin)
Taxpayer	Danton	M	25	Gorn	Holiday
Taxpayer	Danton	F	29	Gorn	Holiday
Dependant	Danton	F	9	Gorn	Holiday
Pensioner	Erans	M	68	Howad	Visit (Rels)
Pensioner	Erans	F	62	Howad	Visit (Rels)
Pensioner	F'arey	M	65	Ibarn	Visit (Rels)
Taxpayer	F'arey	F	58	Ibarn	Visit (Rels)
Taxpayer	Gage	F	31	Delberg	Work
Taxpayer	Hariss	M	33	Delberg (sub)	Work
Taxpayer	Irons	M	38	Echo	Work (Plastic)
Taxpayer	Jonne	M	44	Kilo	Work
Taxpayer	Kim-Berni	F	26	Juliet	Holiday
Taxpayer	Lands-downe	M	48	Juliet	Holiday
Taxpayer	Maan	M	28	Delberg	Work
Captain	Speaking	M	48	Charlstown	Crew
Flt Officer	Kirk	F	29	Charlstown	Crew
Navigator	Chekov	M	22	Delberg	Crew
Steward	Uhura	F	26	Delberg	Crew
Steward	Chapel	F	24	Echo	Crew

You are in the public eye after the success of Operation Snapshot, but you are well aware that if the terrorists succeed, your humanitarian ideals will be kicked out (and you along with them) in favour of the 'Be fair – Kill them all, let God sort it out' Brigade.

Objectives
1. Identify which of the passengers is a terrorist.
2. Find out how they managed to get weapons onto the Shuttle. (Assuming they actually have any...)

Forces Available
2160 Police Officers, 74 Armoured Police Vans, 26 Fifty-seater Coaches, 380 Police Patrol Vehicles, 19 Police Patrol Helicopters, 1 Mobile Command Headquarters (with computer links planet-wide).

Referees Notes
General

The conduct of this scenario is a little different from most types of RPGs, and at a higher level of command (at least on the government side!) than most players are used to; because of this the Referee needs to be careful to ensure a smooth adjustment.

Getting the terrorists to behave will require some care, you should point out that a heap of innocent corpses at the foot of the Shuttle's steps won't help their cause very much.

Notes

Weapons and Explosives. These were placed in the Fresher by a mechanic called *Wilsen*. They were placed in his work locker and he smuggled them in his work bags (the checks being made to prevent people from stealing, not bringing things in.) The real First Aid kit and Fire Extinguisher were thrown into the waste disposal unit and this fact will come to light as soon as the fake First Aid kit is discovered.

Mechanic Wilsen. His home address is Charlstown, but he only moved from Delberg last year. He has only had his present job for six months but has been a reliable worker. His previous job was working for the Monorail company in Delberg, doing more or less what he does now. He was blackmailed/ threatened by Maan who knew him from Delberg. Wilsen has a wife and young son, who know nothing about what is going on.

Cutter Recent History. The Shuttle has been on this scheduled run for the past two years. Last week it was in the workshops for the annual overhaul. The only unusual occurrence was that a gyro needed replacing and the First Aid kit was changed one month early. The reason given for the early change of the First Aid kit was, as each kit is replaced at six-month intervals, it was changed early to bring the change into line with the annual overhaul. The crewman who changed the kit is a mechanic called Wilsen; he is currently on leave which he took suddenly yesterday. He can easily be traced if required. If questioned he will repeat the official line about the change being to bring the changes into line with the annual overhaul. If questioned closely and arrested on suspicion he will break down and tell all, giving the details of the weapons and Maan.

Recent Travel Movements. The *Corams* and *Jonne* use the flight regularly. In the past six-months (in addition to Jonne and the Corams) the *Arams* family flew four months ago, Maan flew two weeks ago, and *Irons* flew six weeks ago. The *F'areys* are on an interconnecting flight. The Crew and Stewardesses have flown the route many times and are completely trustworthy.

Security. The security checks on passengers at Delberg are very strict and the Chief of Security has stated that nothing larger than a detonator could be smuggled on board. The luggage is inaccessible during flight. There is no check however on the addresses of passengers who pay by cash, the following paid cash: Bink, Erans, Gage, Hariss, Irons, Kim-Berni, Landsdowne and Maan.

Incorrect (Fake) Addresses. The following gave incorrect addresses: Gage, Irons, Maan, Hariss, Kim-Berni, and Landsdowne.

Irons given address was 30 Central Avenue, but there in no such place on Central Avenue. At number 13 Central Avenue there is a Plastics Firm who have an Irons on their books. He is currently visiting Delberg at the moment for them, but he is not due back for four days. Irons had a bad accident and broke his arms in a fall and decided to cut his trip short. As he was unable to write, the girl at the check-in desk filled in the paperwork for him, resulting in the 13/30 error.

Kim-Berni and Landsdowne are a boss and his secretary away for a dirty weekend together. The address given by Kim-Berni is a ConDo in Juliet rented last month on a temporary basis, the Police Computer is not updated yet. Landsdowne has given the same address. Extensive checking will reveal that their names are real, and there is a firm (and only one) where both a Kim-Berni and Landsdowne work, and that both are away at the moment (one sick, the other on a confidential meeting).

Political Prisoners. The prisoners are housed in the local jail which is 20 minutes running time by coach. One prisoner is ill and a stretcher case (but he can be moved). It should be noted that none of the prisoners really want to go – to be taken out of their nice safe prison into a Shuttle held by a bunch of maniacs they have never met... It will take about 30 minutes to force them onto the coach before it can leave.

Money. 3 MegaCredits would be readily available. It can be got to the Spaceport Admin Building within 10 minutes, once the Government Representative authorises it. It would fit in a small attache case.

Broadcast. It is easy to arrange a broadcast using the local VisiProg Personalities which can only be heard by the Shuttle.

Blind Spots. It is important to remember that the areas directly above, below and to the rear are blind to people on the Shuttle (unless someone sticks their head out of a hatch...).

Security Forces Equipment. It should be noted that the LRLD can be defeated by the terrorists doing one of the following things: 1. Communicate by sign language and written messages only. 2. Speak only in the two lockers, the stewards compartment, or the Freshers. 3. Wear the Vacc-Suit helmets and use the internal radios (the transmissions cannot be heard through the hull). This has the added advantage of defeating any attempt to use concussion grenades. 4. Leave the main engines running, the noise and vibration will cover all frequencies and even computer assisted filtering will not work. 5. Speak in whispers directly into each others ears.

The Concussion Grenades (*SO*: *G & A*, pg31; *LB*: concussion grenade rules) when used, create a loud bang and overpressure in order to stun the target. They are quite dangerous in confined spaces and will cause 2d6 damage to anyone in contact with one when it explodes; other personnel in a confined space (like the inside of the Shuttle) may suffer perforated eardrums. (10+ for 1d6 damage). In the turn in which the grenades explode the targets are stunned for a complete turn. They can be defeated by wearing pressure helmets, or reduced by taking Combat Drug; DM -6 on all actions (*SO*: Expeditor, *LB*: Steam).

If the Electromagnetic Inductor is used on the doors of the shuttle, it will trigger the explosive bolts, blowing all the external hatches open.

Accuracy on Drop Packs for experienced operators (and these are very experienced) is as follows: Above 1000m can land on Shuttle roof with 5+ on 2d6, below 1000m can land on Shuttle roof with 9+. Each time a pack is used throw 4+ to escape mishap (Vacc-suit modifiers apply, *LB*: Jet pack rules, Jet pack 2 is required) and throw 4+ to see if it can be re-used again.

General Game Conduct

The game cannot start until the hijack actually takes place. In order to give the Chief of Police a chance to identify the terrorists before the Shuttle lands, it is best to get the hijackers to take over the ship as early as possible. So if they don't want to move early, have one of the passengers (one of the Corams) have an accident which needs the First Aid kit... The best laid plans. The Pilot will change the transponder reading and the Government will be notified.

Point out to the hijackers that it is part of their aim to achieve maximum publicity by landing at the Spaceport. Discourage them from attempting to land elsewhere, as it will probably result in a premature end to the game due to the lack of fuel...

It is very important to stress to the players that nothing will happen unless you are told about it. For example: If a hatch is opened, it remains open until you are told that it is being closed. Never help the Chief of Police, beyond getting him started on the process of elimination. It is essential to keep a strict timetable so you know what time it is, at any stage.

At the end of the game (I usually stop when the government storm the Shuttle) all the players should be brought together and each in turn told how well he did. Each players objectives should be read out and the Referee decide how well he did, and what the future holds for his character (not much for the terrorists, usually...). The hijackers should be praised if they managed not to shoot anyone (especially if they are all dead...).

You can tell if you are running a good game and really keeping the pressure on, when the following happens: 1. One group makes a decision that effects the other group, and you run through and get their reply. 2. When you get back, the first group start telling you what they are doing *before* you have told them the other groups reply!!

What Generally Happpens

Sometimes during the flight the hijackers get their hands on the weapons and explosives from where they are hidden in the Fresher and take over the Shuttle. The Pilot operates the concealed switch, signalling that the Shuttle has been hijacked.

The Government Forces deploy in concealed 'hides' around the Landing Grounds, with their surveillance equipment. The Chief of Police starts working down the list of passengers eliminating those he can.

The hijackers wire up their bomb and actually work out what they are going to do, and where in the Spaceport they are going to land.

By the time the Shuttle lands the government should have identified who placed the weapons on board, and know what weapons and explosives the terrorists have.

The hijackers start making demands – the first is usually to refuel the Shuttle, and then they start worrying about deadlines. The Government usually give in to most demands but stall about the prisoners, giving them time to assemble 20 pale and unshaven troopers to masquerade as prisoners.

The hijackers let the fake prisoners on board and are easily overpowered (or perhaps not...).□

*The editors would like to thank Jon Sutherland (*Laserburn*) and Nic Grecas* (Space Opera) *for their help in presenting this scenario.*

OPEN

In Open Box, *science fiction and fantasy shops are reviewed by independent*

MONSTER MANUAL II
TSR Inc

The new *Monster Manual II* joins the original *Monster Manual* and *Fiend Folio* in the *AD&D* series of books. In his preface, Gary Gygax expresses a wish to eventually have several volumes of monsters, a wish that seems to be shared by the rest of the hobby, judging by the number of new monsters that appear in the pages of nearly every hobby magazine, professional or amateur.

In the by now familiar format of the *Monster Manual* and *Fiend Folio*, the new book maintains the standard of clear presentation. Each monster is introduced by its statistics, which are fleshed out by a paragraph or more of description and most of them have been illustrated. However, some unsightly gaps have been left, looking as if illustrations had been planned for and then not included. This is particularly noticeable in the dinosaur collection. Overall, the artwork is, if anything, better than the previous books, with some particularly fine examples by Harry Quinn.

The range of monsters presented is wide – birds, insects, humanoids, undead and more. Some are developments of previously published creatures; for example there are two new types of elf, a large number of dinosaurs, four more dragons and enough devils to make Asmodeus himself nervous, ranging from the Dukes of Hell to the meanest Least Devil (as the hordes of devilish minions are called). As well as the Devils, who of course live in Hell, the inhabitants of various other planes are described, both the great lords and their minions – such as the Devas from the *Outer Planes of Good*, and the Modrons of *Nirvana* – along with the Elemental Grues, a collection of terrifying beasties from the *Elemental Planes*. There is also a selection of Demons, including some of the Demon Princes and, interestingly, the semi-demons produced by the mating of human beings with demons and succubbi... which might give some chaotic evil DMs a few ideas! For botancical DMs there's a fine army of fungal monsters, while MUs had better check their spell books carefully for the Bookworm. And if you've ever wondered what a Will o' the Wisp looks like when at home try looking up the Boggart.

At the back of the *Manual* is a complete alphabetical list of all the 'official' monsters to be found in the *MM, FF* and *MMII*. Each is provided with a volume and page reference. There are also detailed breakdowns of this complete monster list by level and by native terrain; in each case sub-divided by their frequency of occurrence.

Also supplied are a large selection of random encounter tables covering dungeons by level, the out of doors by terrain type, water by type (salt, fresh, tropical etc) and by depth, and the *Astral* and *Ethereal Planes*. An extremely useful feature for the DM who prefers some control in what 'randomly' appears in his world is a brief guide to the mechanics of creating random encounter tables, in the same format as the published ones.

There are too many high level monsters for my taste and too many are overly deadly. On the other hand there are many interesting ideas and several well-developed tribes and hierarchies.

Just about all the monsters are inimical to adventurers – all are monsters in what Gygax calls the traditional use of the term, a wicked or horrible creature. It would be nice to meet something friendly on occasion.

Overall *Monster Manual II* is a good, well presented addition to the *AD&D* series, with some very useful creatures, and is probably worth buying, particularly if you like a wide range of monsters in your game.

Presentation: 9
Overall: 7 **Megan C Evans**

STARSHIP TRAVELLER **£1.50**
CITY OF THIEVES **£1.50**
Puffin

These books continue the series of solo adventures by Ian Livingstone and Steve Jackson. Both feature simple combat systems and are apparently aimed at a nine to twelve year old audience, but may appeal to older gamers in search of interesting scenario ideas.

Starship Traveller is an SF game apparently inspired by *Star Trek*. The reader is Captain of the starship *Traveller*, a typically vast vessel equipped with a normal assortment of phasers, shields, transporters, and expendable crew members. The player rolls characteristics for the main character and for four other officers, two security guards, and the ship itself. Each character has two attributes, Skill and Stamina. One other characteristic, Luck, is rolled once only and is occasionally applied to all aspects of combat and skill use. The book includes rules for hand-to-hand, phaser, and ship-to-ship combat, rather annoyingly located at the back.

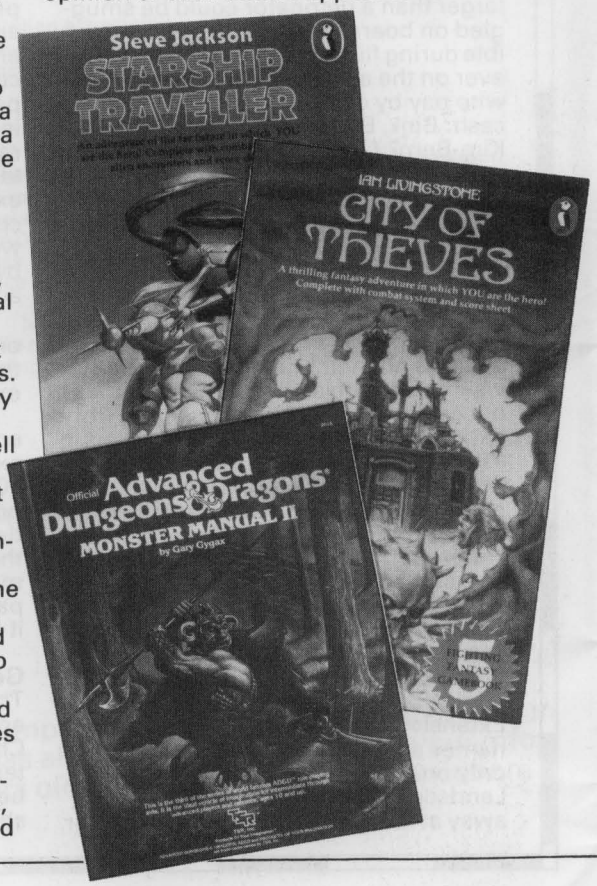
The actual adventure begins with the *Traveller* falling through a Black Hole into another universe, and is a quest to find the space and time co-ordinates of a hole for the return voyage. On visiting a planet the Captain chooses two or three crew members and then beams down. There are a large number of possible encounters, ranging from hostile starships to berserk robots. Other events include capture for gladiatorial games, plague, summary execution as an illegal alien, and mutiny. I never managed to get back to the 'real' universe, but sent the ship to total destruction eight times. This is my main criticism – nearly every planet offers space or time data, but there doesn't seem to be any way to tell if it's accurate. At certain points in the text the reader is instructed to subtract the time co-ordinates from space co-ordinates, if known. The number obtained leads to one or another paragraph, five leading to destruction and one to the ship's safe return. Since the ship has a Science Officer, I would have expected to see some sort of check against skill to determine if the data is trustworthy or not. There are no other major flaws, and the illustrations by Peter Andrew Jones are excellent.

City of Thieves is a much more traditional programmed fantasy adventure, featuring the same combat system used in earlier books of the series. The hero is asked to aid the inhabitants of Silverton, a town beseiged by the undead servants of Zanbar Bone, the Night Prince. For a feee of a handful of gold and an extremely good sword, he (or she) must travel to the city of Port Blacksand and ask for help from the good magician Nicodemus.

Port Blacksand is a typical fantasy city, with guarded gates, impaled skulls, and the usual hordes of beggars and thieves. Most encounters in the city are potentially lethal, several being no-win situation where the best outcome involves injury or loss of money. Nicodemus, when found, is not particularly keen to take on Zanbar Bane in person, but will reveal enough information to give a fighting chance. The adventure ends with the character either dead, a zombie, or the victor in this final struggle. Illustrations are by Iain McCaig, and are of the usual high standard for this series.

I liked both of these adventures a lot, and feel sure that they will appeal to their intended audience. *Starship Traveller* introduces a new concept to solo adventures – the player controlling a team rather than a single character. So far as I know no previous publication has included this idea. It is also the only solo SF adventure I've seen, apart from a few juveniles which didn't have any gaming element. *City of Thieves* is more traditional and less complex but equally enjoyable.

The ratings following are based on my opinion of each book's appeal to its



BOX

games and rulebooks currently in the authorities.

intended audience, and on their usefulness to more experienced players.

Overall:	**Starship Traveller**	**9**
	City of Thieves	**8**

Marcus L Rowland

SUPPLEMENT 12 – Forms and Charts **£2.95**
SUPPLEMENT 13 – Veterans **£2.95**
ADVENTURE 9 – Nomads of the World Ocean **£2.95**
Game Designers' Workshop

Supplement 12 is a collection of forms for the GM to duplicate, on which to keep campaign records. The forms include character sheets, ship design sheets, world and subsector mapping sheets, and so on; a few are new, most are redrawn versions of forms already available elsewhere. One of the strong points of *Traveller* is that the game mechanics are simple enough that complex record sheets are unnecessary, and I for one will stick to my 3" x 5" cards and graph paper. *Supplement 12* is pure chrome. There are also a number of mock ID cards to copy and present to each other if you wish.

Supplement 13 is a collection of over 200 pregenerated *Mercenary* characters, in two parts. The first lists resumés for all the characters, the second their actual skills and morale – it would have been more convenient had this data been on facing pages so that you didn't have to flick backwards and forwards. Within each part, characters are further divided by tech level. I regard *Book 1* procedures as adequate for NPCs, and feel that *Book 4* systems are fun because of the choices and detail of assignments – which don't come over well in pregenerated characters. Thus I feel this supplement too is pointless; I would rather see one full of predesigned *Striker!* equipment.

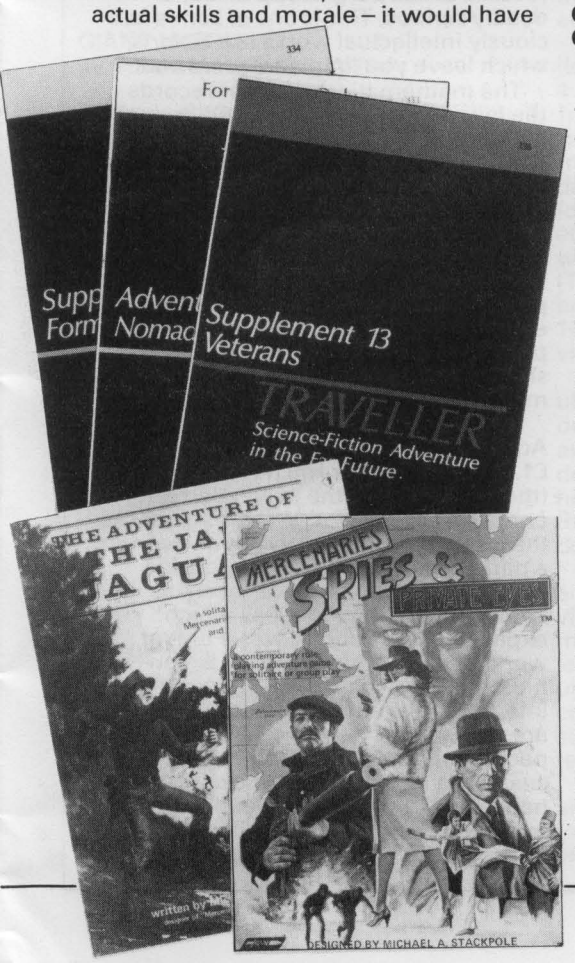
Adventure 9 is a different matter. It is set in the Solomani Rim on a high-tech waterworld; here live the daghadasi, giant sea-creatures hunted by nomads living in floating cities. The band investigate claims that daghadasi are threatened with extinction by corporate overharvesting. My immediate reaction was 'Greenpeace meets Son of Dune'; imagine Arrakis with water instead of sand and you get the scenario's planet. Daghadasi are oceanic sandworms, even producing a valuable drug.

Paranoid (or sensible, depending on how you look at it) bands will take precautions which can make it difficult to lead them along the intended route of the scenario; it is better if you can keep them from splitting up, for instance. Bands with a ship available tend to have too many options early on, so try to set things up so that they can't use it.

If the adventurers can be properly guided into the scenario, it is superb stuff and will last up to a game year or so. The Brothers Keith have their faults, but they can make a world live like no-one else.

	Supp 12	Supp 13	Adv 9
Presentation:	10	5	8
Playability:	-	-	8
Enjoyment:	-	-	9
Skill:	-	-	6
Complexity:	-	-	7
Overall:	2	3	9

Andy Slack



MERCENARIES, SPIES AND PRIVATE EYES **£5.50**
THE JADE JAGUAR **£3.95**
Blade

The rules are split up into 3 books, the first follows Orion Brayden through his birth by dice, characteristics are pretty standard – Strength, Luck, Intelligence, Dexterity, Constitution, Charisma, Speed, all are quite straight forward; combat and missile adds are calculated and initial cash determined. Three major areas of skill are defined, Information (degrees/job experience), Special skills (medical/legal), and Combat skills (weapons/martial arts). The best part of this section is the IQ tie in; a minimum IQ is stated to be able to use the listed skill. Over 80 are detailed, from Elocution to Sky diving. An interesting section on Psychic skillls follows and includes Clairvoyance and Telepathy as well as more obscure mysteries of the mind.

Combat is defined as taking up 30 secs for hand-to-hand and 15 secs for missile fire. Any damage caused is taken straight from the victims constitution. The weapons are deadly, and normally a hit will mean death, particularly in the case of modern automatic weapons, consequently the author has included a paragraph called 'Megadeath Luck Saving Throw', allowing the GM to show mercy to the hapless player if in a charitable mood.

Adventure Points (AP's) are doled out by the GM, which allows character ability enhancements. This way of gauging skill in play is pretty easy to follow and derivative of many other RPG's, cunning and killing mean more AP's.

Some relatively interesting chapters follow covering animals, the opposition, and sketchey sections on organising various forms of scenario's, an optional section on magic is included, offering spells costing $250 each, and referring the reader to the *T&T* magic system. The most useful section is the weapon charts, covering all types from knives to AK47's; weapons are deadly and there seems to be no constraints on availability.

Rules criticism: they are jumbled; combat and missile fire being in different parts of the book from hit location is a good example of the poor layout. There are no ready reference sheets, so the GM will laboriously flip through irrelevant passages to find out how to deal with something. Ponderous passages conceal the real meat of what the designer is trying to say.

To sum up, these rules try to offer too much and end up providing very little. The game concept is good, but the execution is poor, very little of real value is in evidence. The immense area of diversity that should be available, from Agatha Christie to James Bond, is absent. By casting the net too wide the author captures nothing; a faint glimmer of reality, this game will do little to popularise the genre.

The Jade Jaguar is a solitaire adventure primarily for use with *MSPE* but it can be used with amendments which are included for *Espionage*. It is a slim volume of 24 playing pages in a style that will be instantly recognisable to *T&T* players, the programmed adventure. It is a simple adventure yarn which makes a plot from Magnum look like an Agatha Christie mystery. Having picked up the *Jade Jaguar* for the first time unprompted and without serious thought I solved the adventure in about 10 minutes (5 or 6 tube stops), and at a price of £3.95 that represents terrible value for money. What's more it's not the sort of game that could be played more than twice.

The *Jade Jaguar* of the title is a cad of a fellow 'who has roused natives into a crude fighting force', and seized explorer Prof Jackson and her colleagues. You are charged to deliver them from the jaws of certain death by sacrifice, and to add to your problems the Prof needs serum or she will surely die. Sounds a bit like a second rate Tarzan script, read on if you can stifle the yawns. A poor introduction to a dull RPG. However, a friend was inspired to write a scenario for this system immediately he saw it, so perhaps it's not all bad.

	MSPE	JJ		MSPE	JJ
Presentation:	5	5	**Enjoyment:**	4	2
Playability:	4	5	**Complexity:**	2	1
Skill:	3	2	**Rules:**	4	-
Overall:	4	3			

Jon Sutherland

Critical Mass *is a regular book review column written by Dave Langford.*

SEASONAL SPIRIT

Christmas loomed as I wrote this, filling your reviewer with jolly benevolence towards these books. (Things might have been different had Collins not neglected to send me a copy of Donaldson's *Gilden-Fire: or Bits My Editor Wisely Cut From My First Draft.*) Even our rival™ magazine was feeling festive: entering a low pub for purposes of research, I found their columnist Pete Tamlyn® heroically playtesting *TSR*'s new game *Legless*. Exhausted by savage hand-to-mouth combat with a fifteen-dice Irish whiskey, he confided that more than once he'd tried to praise *Critical Mass* as the best bit of *WD*, only for such comments to be hacked from his column by chainsaw-wielding editors. A likely story.

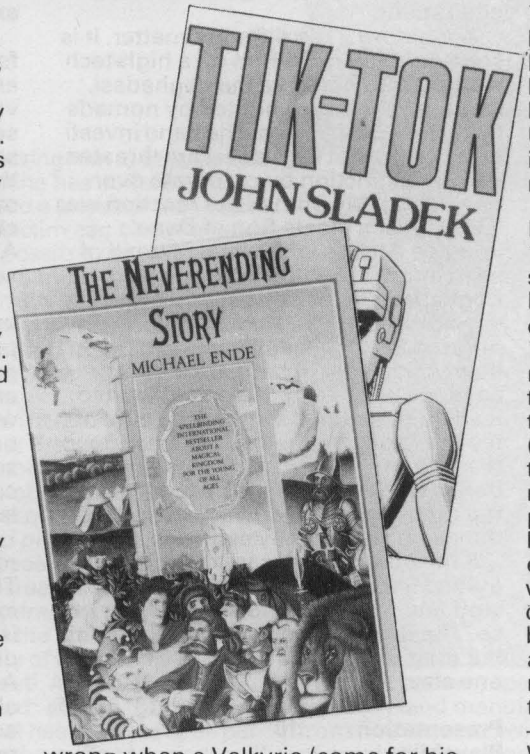
The most hyped fantasy this winter is Michael Ende's *The Neverending Story* [*Allen Lane* 396pp £8.95 – rising to £9.95 on 1 January!]. A best-seller in umpteen countries; a $30-million-budget film in production; I approached it with fear and trembling.

The book, like some of Borge's shorts, is *about* fantasy as well as *being* fantasy. Juvenile hero Bastian (whose real-world bits of the book are printed in red) pinches a copy of *The Neverending Story* (eh?) and reads the fantasy tale within (printed in green), which opens clumsily but picks up interest as it emerges that the red and green texts aren't independent: the book obviously affects Bastian (and us), Bastian affects the book, the fantasy quest epic of the green passages is a search for Bastian himself as the human needed to give life to this fantasy by reading it and also to add to it as author.

By the second half, Bastian has fallen into the green text, an all-potent demiurge: things begin to go wrong as he uses up his imaginative resources tinkering with the inner world. Yes – this is a splendid allegory about creativeness, about balance between fantasy and reality, about writing and reading, catching the mind in its mirror-mazes.

Sometimes the writing is clumsy (I don't go a bomb on names like 'Cheesiewheezes'), overwhimsical, and muddles symbols from too many sources. And despite plush production the artwork is grotty, while the promised 'shimmering copper-coloured silk' binding looks like plain red cloth to me. A good buy, though, unless you suffer from red/green colour blindness.

My favourite fantasy author is James Branch Cabell, whose *The Silver Stallion* is out from *Unicorn* [272pp £2.95]. Loosely connected to the author's *Figures of Earth* [233pp £2.50] and *Jurgen* [forthcoming], *The Silver Stallion* stands up well on its own: moving, erudite and very, very witty. Here are the improbable fates of seven out of nine barons of the great but clayfooted Dom Manuel: hordes of fantasy clichés are sent up. Young Queen Morvyth sends her princely lovers out on quests; Baron Gonfal suavely injures himself and spends the year of the quest recuperating in the Queen's court, and bedroom. Baron Miramon's three wishes nearly cause the farcical end of the universe and the coming of the awful 'day upon which every god must shave with a razor that is hired.' Baron Donander's ascent from glorious death to Paradise goes



wrong when a Valkyrie (come for his heathen opponent) mistakenly wafts him to Valhalla, where he marries into the nobility and reluctantly, though a good Christian, becomes a god...

This and *Jurgen* are the best introductions to Cabell. For the curious: the two left-over barons meet their dooms in allegorical tales within a moderately rare Cabell essay collection, *Straws and Prayer-Books*.

I've been asked for more anthology reviews. A hideous disaster happened to the anthology market in the 70s: many publishers now say automatically, 'Anthologies don't sell.' But *Unicorn* have issued volume 1 of Maxim Jakubowski's *Lands of Never* [167pp £2.50], comprising stories by Silverberg, Chant, Aldiss, Evans, Watson, Carter (Angela, not Lin), Tem, Grant, Ballard and Horwood. One or two items seem a bit incongruous, but it's a fine collection. For SF fans there's Terry Carr's excellent *Best SF of the Year 12* [*Gollancz* 350pp £9.95]: Silverberg, Sterling, Russ, Gibson (whose 'Burning Chrome' was called 'what *Tron* should have been like'), Pohl, Johnson, LeGuin, Disch, Benford, Willis, Niemand, Kress, McAllister. Carr has much better taste in SF than Hugo voters, I tell you.

John Sladek's *Tik-Tok* [*Gollancz* 18pp £7.95] is a murderously funny romp through yet another Sladekian satirical future. A nuclear-powered *land* aircraft carrier equal in area to the state of Delaware, requiring 135 million tyres and a change every 100 yards... a crooked fast-food chain selling foetal armadillos as Szechuan duck... a bizarrely afflicted invalid ('Later she developed an allergy to oxygen, which gave her many doctors some considerable difficulty') who ends up safe from allergens, in orbit, until she develops her allergy to space...

Against this teeming background, the smarmy ex-domestic robot Tik-Tok rises to fame. In Sladek's previous *Roderick*, nice robot Roderick is cruelly treated by our weird world and suffers no end. But Tik-Tok isn't nice, his 'asimov circuits' have failed, he's murderous, wicked and bad – and so naturally he does very well, leaving a trail of bodies en route to becoming the first robot candidate for US Vice-President. 'I shouldn't be laughing at this,' I kept telling myself as I rolled round the floor in hysterics.

A touch of humour also works well for Barrington Bayley in *The Zen Gun* [*DAW* 159pp £2.50). Bayley has brilliant short-story ideas, but many of his novels are leaden, with clichéd Galactic Empires obscuring the philosophical fireworks. *The Zen Gun* has a Galactic Empire all right, but an incredibly silly one, since the pure blood of humanity has run a bit thin and posts are manned by robots (legally declared non-sentient – hence their sulking union's work-to-rule during most space battles) and IQ- enhanced pigs (who politely take over the reins of Empire when exasperated by human inefficiency). The deadpan humour blends with loony physics (rationalizing the old crank theory 'Gravity is not really a pull but a push'), the fabric of space coming apart, and the zen gun itself, which is the most powerful weapon ever, designed to make centralized empires impossible – and is pocket-sized, carved from wood. Why can't Bayley find a UK publisher?

His Master's Voice by Stanislaw Lem [*Secker & Warburg* 199pp £7.95] is deadly serious. This is one of Lem's ferociously intellectual works like *Solaris*, which leave you limp and overawed.

The mathematical narrator records the failure/success of the HMV Project set up to analyse neutrino signals from Out There: the feel of intense research is well handled, the rival theories all make sense, the book is gripping despite minimal action. Decoding a tiny part of the Message leads to the synthesis of a remarkable new substance 'Frog Eggs': part of the intended 'meaning' or a crude error, as though we'd tried to run a computer program as music? Lem offers a sheaf of cosmic answers, some truly mindblowing – but it isn't easy reading.

The Meaning of Liff by Douglas Adams and John Lloyd [*Pan* 191pp £1.95] isn't another Hitcher book (though one is on the way, titled *So Long, and Thanks for All the Fish*): unlike the last, it's very funny. *Liff* evolved from a parlour game in which you decide what a placename *should* mean, as in Paul Jennings's 1964 essay which explained that Bodmin was a unit of work equal to one-sixtieth of a man-hour. Picking Adams/Lloyd examples of interest to *WD* readers: Massachusetts are those items or particles which people (after blowing their noses) are searching for when they look into their hankies; Skegness is malleable nose excreta; Peebles are small, carefully rolled pellets of skegness... and so on.□

Clay to Marble

Construction in AD&D

by Chris Felton

Eventually, even in the most difficult campaigns, player characters will feel it is time they set themselves up as protectors of a grateful populace. They can either find an evil noble ripe for overthrow, or go into the wilderness and tame an area, building your own country/duchy/barony.

The *AD&D Dungeon Master's Guide* construction lists are only rudimentary and few other FRPs pay any attention to this aspect of the game. So here is a system for determining construction times and costs etc. Prices will be given in *AD&D* gold pieces, and must be converted for other systems, preferably in line with the *Ale Standard* of *WD29*.

The standard unit of construction cost is the man-week (mw): the amount of work done by one labourer in one week. This cost can vary with support unit costs, hazard pay for working in dangerous areas, etc. To find the man-week costs of the structures listed in the *DMG* divide by *16.6*. This assumes that all building materials are on hand. If stone must be quarried or timber felled the time taken to prepare the material will be the same as the man-weeks required for the structure. Buying prepared material costs 8½gp per man-week of material, plus transport costs.

Each four-horse wagon can transport 4000lb of cargo: 10mw quarried stone, 20mw trimmed timber, or enough food for 160 man-weeks (or grain for 80 horse-weeks). Food wagons must be guarded, but guarded material wagons are only needed when in wilderness, unless it has been cleared and is regularly patrolled.

Every labourer must be paid 7½gp per month, but 10% are foremen who earn 10gp per month (although in civilised regions this must be increased to allow for taxation so that 7½/10gp is the take home pay), and for every 25 labourers one chuck wagon must be supplied. A chuck wagon is a four-horse wagon (each horse costing 1½gp per month to feed) with driver, teamster (each on 12½gp/month) and cook (15gp/month), plus food to the value of 96gp/month (which feeds 25 workers, plus all their support personnel). Every 100 workers require an engineer (100gp/month) and tool wagon (costing the same as a chuck wagon but the cook is replaced by a storemaster). One guard is needed for every ten labourers and four per wagon or engineer, double this figure in wilderness. Guards cost 11¼gp per month each, but 10% are sergeants on 16gp per month, plus a captain (5th-8th level, 40gp per level per month) for the entire unit. Thus the total cost of hiring a body of workers for one month (assuming a 6th level guards captain) is: 100 workers: 2304gp; 150 workers: 3461gp; 200 workers: 4015gp; 250 workers: 5079gp; 300 workers: 5903gp.

For these princely sums, workers will toil six days a week (in a non-wilderness area), except for their major religious days. No labourer is allowed more than four major holy days per year. In case of serious injury the contractor must pay the employee one year's pay; in case of death or permanent maiming the employee or his next of kin get two years pay. On a major construction project (anything over two years) the first construction is that of the labourer's housing and guard barracks, both of which belong to the contractor who can claim back 1gp per month for the rent on worker's houses (which will stay rentable for 20 years), but not on troop barracks and married quarters. The workers will then build housing for the engineers and architects, which the occupant has a right to buy at cost price or rent at 5gp per month. Finally, the architect must be paid. In addition to his salary [see *WD29*] he gets a bonus of 2% of the construction cost for standardised items (roads, workers housing, castle walls, etc) and 10% of the construction costs of individual items (bridges, temples, castle buildings, etc).

Costs of Standard Constructions

1 mile Roman road: 750mw.
1 mile paved road: 250mw.
1 mile log road: 75mw.
1 mile beaten track: 25mw.
(All road costs are doubled in rough terrain, hills and deserts, tripled in mountains, and multiplied by 3-6 in marsh, checking every mile) 30' high fortified wall with battlements and buttresses: 20mw per 10'.
Streets: 6½' of 15' wide street per man-week.
Stone river bridge: 300mw per 20'.
Stone ravine bridge: 600mw per 20'.
Wooden river bridge: 60mw per 20'.
Wooden ravine bridge: 120mw per 20'.
Workers housing: 42mw each.
Engineer's housing: 126mw each.
Troops quarters: 50.4mw per soldier (this includes barracks, married quarters, officer's quarters, and training areas, but not stables for cavalry).
Inn: 126mw.
Tavern: 84mw.
Sewers: 12mw per 10'.
Gatehouse: 729mw (includes two 40' high 30' diameter towers).
100' wharf (1 ship): 200mw.
100' pier (2 ships): 450mw.
Temple: per High Priest 9th-12th in residence: 8,640mw (includes quarters for 100 clerics, 50 guardsmen, temple staff, etc. To be economic, this requires a local population of 15000).
Temple: per High Priest 13th+ in residence: 25,920mw (including facilities for two lesser High Priests, 300 clerics, 150 guards, etc. Population needed: 50,000).

All costs must be doubled if materials are not already available. Weather: storms will halve the work done during the week in which they occur, snowstorms or drought quarter the work done, and blizzards prevent any work. All structures must be furnished, which costs 10% of the construction cost, plus special furnishings. Examples of special furnishings: Armourer's forge: 3000gp per Master Armourer, leatherworker's shop: 1200gp per Master Leatherworker, library and laboratory equipment (per Wizard): 40,000gp, tilt yard: 18,000gp.

Annual maintenance costs 2% of the original cost of the building for stone structures, or 5% for wooden structures (the percentage is of the original man-week cost, which allows the characters to work out how large a maintenance staff is needed). Roads: Roman road upkeep is 1% per annum, paved 5%, log 10%, cleared 20%. Cleared roads may be washed out in heavy rain, so log roads are commonest.

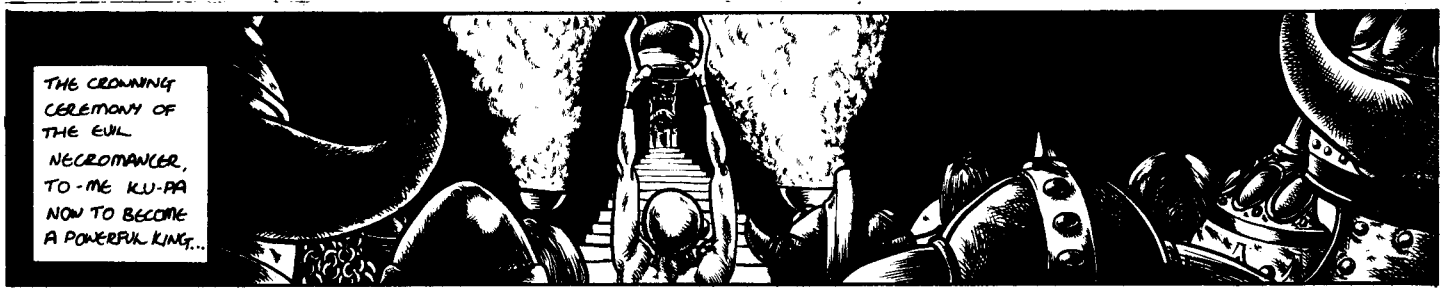
All wharves and piers must be sheltered from the elements. Wharves need breakwaters, piers need a full harbour wall. Both cost the same as a fortified wall, but harbour walls are much longer. A breakwater can protect only two wharves, a harbour wall as many wharves or piers as required.

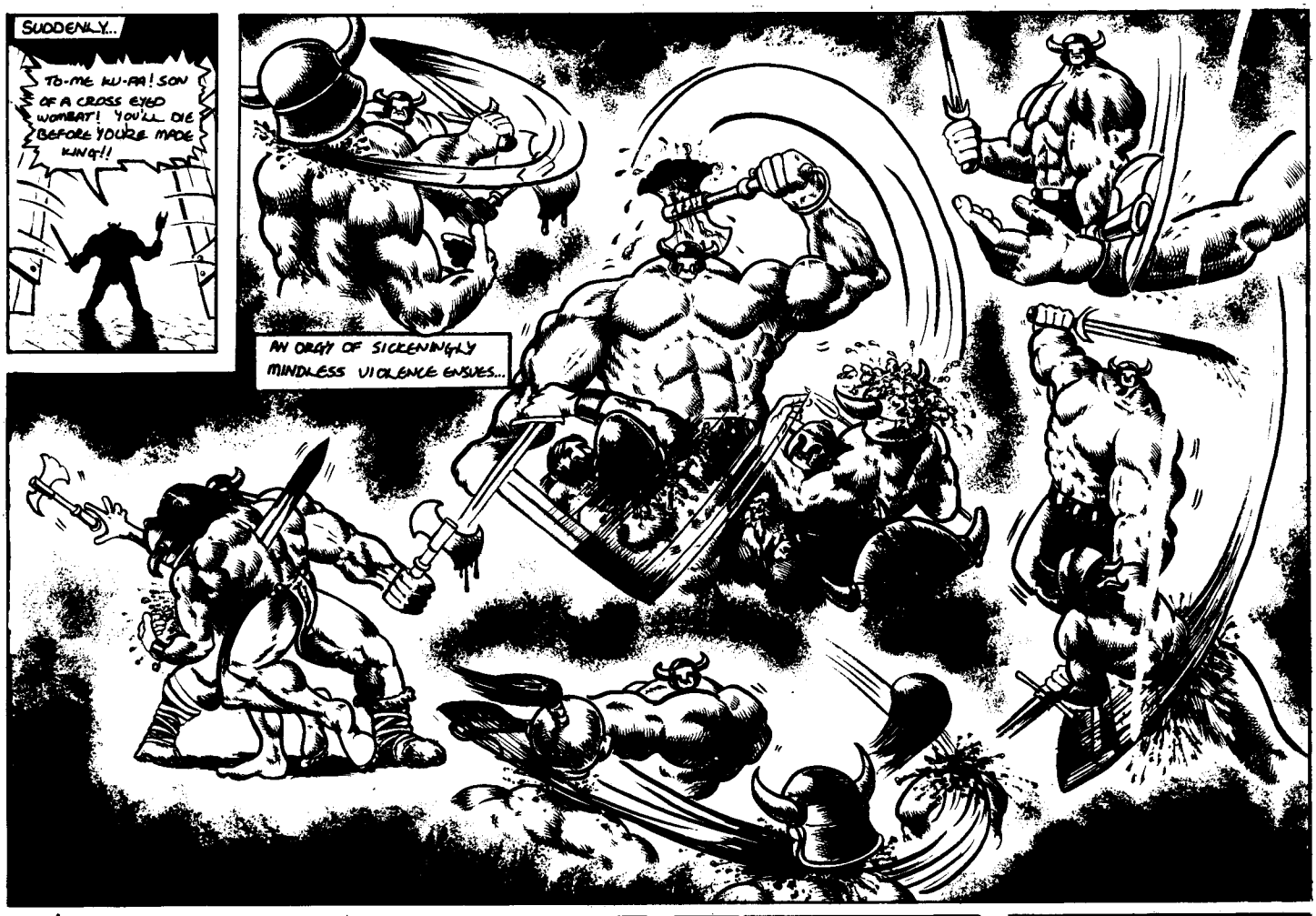
Each week of construction there is a 10% chance of an incident from the following list occuring:

01-15: Minor accident: 1 wagon wrecked, d6-2 horses killed; *16-30*: Minor accident: d6 workers injured, d4-2 weeks work lost; *31-40*: Major accident: d6-3 killed, 2d6 injured, 2d4-3 weeks work lost; *41-45*: Minor catastrophe: d6 killed, 2d6 injured, 2d4 weeks lost; *46-49*: Major catastrophe: 2d6% of workers killed, 2d6 weeks lost; *50-60*: Religious Festival: 20-25% of workers lose 2-4 days; *61-70*: Food stores contaminated: 20-50% lost; *71-75*: Water source dries up or is contaminated; *76-80*: Disease strikes d4 horses, may spread; *81-88*: Disease strikes d10 workers, may spread; *89*: Bandit attack on site paychest; *90-99*: Supply caravan attacked by random monster; *00*: Trouble with neighbouring noble/landowner.

The exact nature of the trouble is up to the GM. When the work in question is a road the accidents will not do as much damage as on constructions, so the maximum amount of work lost will be one week's worth, except in unusual circumstances like earthquakes, but the injuries and deaths will be in about the same numbers. In a city temple-construction, for example, a wall may collapse, killing 7% of the workforce who happened to be below it, while a road gang would be aboard a wagon when the horses were spooked, and the resulting crashing progress through a workgang killed the required 7%, although the road itself was unhurt. If you think this may be expensive, you're right. The group who inspired all this skullwork now have 16½ years to raise 7,324,431 gold pieces plus incidental expenses...□

THRUD THE BARBARIAN

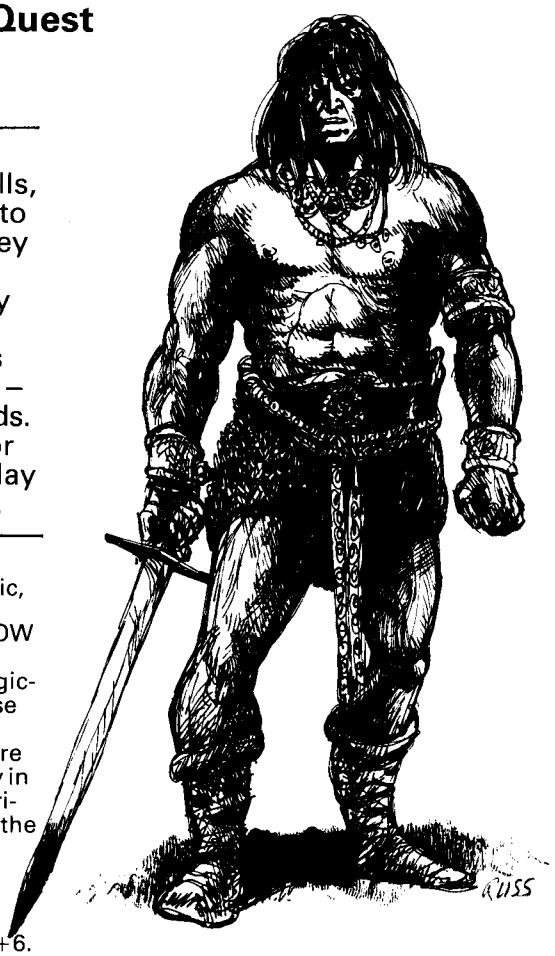




Runes in the Dungeon

Variant Rules for RuneQuest by Dave Morris

One of the great strengths of *RuneQuest* is its system of skills, which players mix and match to create the kind of character they want. But many, particularly younger players, are put off by such complexity. They would rather have the available skills organized into distinct groups – character classes, in other words. Here is a variant set of rules for *RQ*, then. All you will need to play it is the standard *RQ* rulebook.



Rules Changes
Since not all characters can use magic, there is a special POW gain rule: a character gets a chance (10%) of a POW increase roll after any adventure in which he resisted a hostile spell. Magic-users also get the usual POW increase roll for a successful magical attack.

Any character can increase his score in a skill by using the skill successfully in a scenario and later making an experience roll in the usual way. However, the character classes restrict the skills in which a character can buy training.

Fighters
1. Fighters roll STR and CON on 2d6+6. Only they can buy training in these characteristics.

2. Fighters start with all combat skills at 25%, plus bonuses. They can take any two combat skills at 30% plus bonuses. They can buy combat training at the usual rates.

3. They start with 2d100+350L worth of arms and armour, plus 5d20L cash.

Magic-Users
1. MUs roll POW on 2d4+10. They start with 3 points of battle magic, and get another point each time they make a successful POW increase. They can also buy spells. They cannot use the spells available to thieves.

2. MUs can wear any armour up to cuirboilli – metal armour would disrupt their spells. Their combat skills start at the usual base chance, plus bonuses. They can use any weapon. They cannot buy combat training except for Quarterstaff and Dagger – both at *four* times normal cost.

3. They can buy training in Sage skills and all Alchemy skills except blade venom preparation. They do not need to pay for associate membership of the Alchemists Guild first.

4. Only MUs can use spell matrices and magical crystals.

5. They start with armour of their choice (up to that permitted), a staff and a dagger. They get 4d20L cash.

Witches
1. Witches (the term covers both sexes) are a sub-class of MU. A character must have POW and CHA both 16+ to qualify for this class.

2. All the above rules relating to MUs apply to witches also, except that they have access to only the following MU spells: *detect spirit, spirit shield, healing, dispel magic, xenohealing, befuddle, detect magic* and *dullblade*.

3. Witches have the following powers of a standard *RQ* shaman: possession of a fetch (all fetches have INT 3d6 and POW 2d6+6), store POW on the spirit plane, special POW increase roll, cure disease ability, return from the dead, and the chance to control spirits.

Thieves
1. Thieves roll DEX on 2d6+6, SIZ on 2d6+4 (the usual SIZ roll for *RQ* characters is now 2d6+6). Only they can buy DEX training.

2. Only this class can buy training in the thiefly skills. They start at a base chance of 25% plus bonuses in all of these.

3. They can wear any armour they want, but anything heavier than cuirboilli imposes a Move Silently penalty. Their combat skills start at the usual base chance plus bonuses – except for Shortsword and Small Shield, with a base chance of 20% plus bonuses. They can use any weapon and can buy weapons training at twice the usual cost with the exception of Shortsword and Dagger training, which are bought at the usual rates.

4. Thieves can buy certain spells (they call them cantrips) from their guild: *silence, invisibility, speedart* and *detection blank*. These are bought at 1½ times the cost listed in *RQ*.

Thieves can buy Sage skills and (from their guild) the techniques of blade venom and systemic poison preparation.

5. All thieves make their Defence increase rolls as though they had an INT of 18.

6. They start with 1d100+250L worth of arms and armour, plus 5d20L cash.

Rune Level Characters
When he has POW of at least 15 and three skills at 90% or more, a fighter becomes a Lord. A thief meeting these requirements becomes a Master Thief. Like a Rune Lord in standard *RQ*, these characters can increase their skills beyond 100%. They also have the advantage that even when their POW is depleted, they resist spells with their normal characteristic POW. (They do not get any of the other advantages or responsibilities of a Rune Lord.)

When a MU (or witch) has a POW of at least 18 and is at 90% or higher in *Read & Write Own Language* and *Read & Write Manuscript* (counts as "Other Language"), he qualifies as a Wizard. This is rather like a Rune Priest in standard *RQ*: the Wizard gets an allied spirit, access to Rune spells, and an easier POW gain roll of (25-POW)x5%, rather than the usual (21-POW)x5%. He has less time to practice his Combat, Stealth and Manipulation skills and cannot now increase these beyond DEXx5%. If they were already better than that, they fall to DEXx5%.

A Wizard can study the Rune spells. He acquires a Rune spell by permanently relinquishing points of POW above 18 – each time an increase roll takes him over 18 POW he can choose to take more Rune magic. If his *characteristic* POW (not current POW) ever drops below 18 he will need to build it up again before he can use his Rune spells. A Wizard recovers expended Rune spells at the rate of one point per day, at sunrise.

Wizards select an element to align themselves with (Earth, Fire, Air, Water and Darkness). This determines the elemental that the Wizard can summon with the runepower spells.

Using the Variant
I envisage all this being used in a medieval-type campaign rather like the usual *D&D* universe (standard *RQ* has an ancient world setting.) The cults are much reduced in importance because Wizards, Lords and Master Thieves do not derive their abilities from a cult. Thus you are free to use in your campaign whichever deities and demi-gods (no plug intended) seem suitable. This is particularly useful for *GW's Questworld* pack which will be *RuneQuest* in a gothic/traditional fiction style of fantasy world. It is also useful for those who think the *RQ* game system is excellent but dislike its Gloranthan, bronze age setting, or for those wishing a quick character generation in *RQ*.□

RuneRites *is a monthly column for* RuneQuest *ideas, edited by Oliver Dickinson. This issue, some questions and answers.*

RuneQuestions

I have had questions from many correspondents, and offer some of the most interesting (to me) here, with my answers, slightly updated or condensed.

Chalana Arroy (answers are largely repeated from *WF12* and *13*).

Q: (Brian Garrod) Is there a total ban on Healers using weapons, even Rune Lords, or is this only a ban on buying skills, not on increasing by experience?

A: Strongly orthodox Healers often refuse to use weapons in any circumstances, even against Undead, but the more practically minded might not be so rigid, though killing Undead is not allowed. A combat skill can be learned by experience, if a Healer was fighting to save a life, but may never be learned by training.

Q: Can Healers wear armour, or must they always wear their Healer uniforms?

A: They must always wear their uniforms, but can wear armour underneath, subject to the will of the High Priestess, the climate, etc. I see no reason why they should not carry shields, too, but presume they can't train with them.

Q: (David Walkden) Are Healers allowed to refuse to treat Chaotics or worshippers of any *Cults of Terror* god?

A: They cannot refuse healing to any who ask for it, though they can use their discretion as to who gets healed and how; most Chaotics would disdain to ask for healing, see *Cults of Prax* pg65.

Q: (Dermot Nolan) It states in *Cults of Prax* that Healers ask no payment for work, but heal all who come to them. Does this mean that they will *resurrect* any who come to them within the 6-day limit, or will cure a person of any disease? It seems against the very nature of the Chalana Arroy cult that they should pay most attention to the powerful and prestigious. Also, at most temples, would they possess most spells?

A: The Healers do not *ask* for payment, but see p70: you'd better pay! Otherwise, they will heal anyone, using their discretion as noted above; remember that they may have other calls on their time apart from your party, and must take a day of meditation per point to recover Rune spells. In small temples they would hardly have all spells available, and I would expect *resurrection* to be quite rare anywhere, because it is a 3-point spell, and Healers do not get that many chances to increase their POW.

Humakt

Q: (Steven Philips) Can Humakti use systemic poison or Blade Venom? They might think it deceitful or unfair and against their vow to Truth.

A: I really approve of this question; Steven has thought hard about what it means to role-play a Humakti. Fanatical Humakti might well take the attitude that poison was deceitful, but I would expect many to be more pragmatic; the use of poison in a Humakti duel would certainly be un-Humakti and attract a *Spirit of Reprisal*.

Q: (David Walkden) Does the Code of Humakt require honouring only fallen Humakti or others, even all, of the fallen?

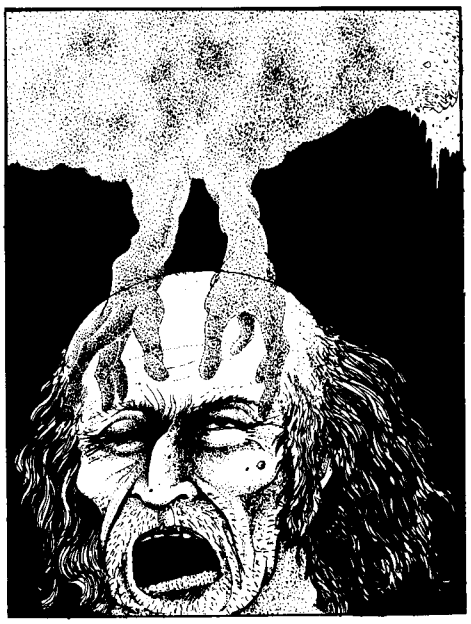
A: I would think that a good Humakti should honour all fallen except those of enemy cults and perhaps, in most cases, Chaotics; but Lunars with chaotic features would probably be honoured.

Q: (Dermot Nolan) If Humakti cannot be *resurrected*, does this apply to members of any Death cult?

A: Only Zorak Zoran is basically a Death cult apart from Humakt, though other cults have the Death rune. I would not expect Zorak Zorani to want to be *resurrected*, but it does not seem forbidden. Note that Cacodemon cultists cannot be resurrected by *Divine Intervention*, nor can several other Chaotic cultists, and also that no Chaotic cult has the *Resurrection* spell available, though a Thanatari might have a head that knew it.

Q: (S Sykes) Can Undead be destroyed by *resurrection*?

A: The answer must be no, I think; vampires have already been *resurrected* in an odd way, and for most other Undead there would have to be some separate mechanism undoing the Rune spell that created them (a thought: I have never discovered how Ghouls are created. Ask *Chaosium*); a dreadful waste of the spell, anyway. I once thought of getting rid of Skeletons or Zombies by casting the appropriate strength of *dispel magic* (2 or 4), but Steve Perrin didn't like the idea!



Miscellaneous

Q: (C Claydon) If a Rune Lord becomes a Priest his DEX-based skills drop to DEX x 5%. In what cults is this not so?

A: I suspect this is a common misconception; this rule only applies to Initiates, and even so is not true for Humakt, Waha, Bagog, Foundchild, and I would think Storm Bull, though this is not specifically stated. *RQ* pps 57-8 makes clear that Lords keep their skills, but cannot improve except by experience, which is always open to Priests [p59, top]. When on leave, Priests can improve their characteristics and skills, and Priests wandering around adventuring must be on leave, unless they have a mission from their temple.

Q: Could a Seven Mothers PC appeal for *Divine Intervention* to be freed from becoming a broo when he gained a chaotic feature, without losing the feature?

A: I would think so but he *would* probably be expected to give up the feature, and whether there would be a favourable response might depend on how he got it. The Lunars don't approve of Chaos particularly. Also, since there are Seven Mothers broos (*Borderlands* gives a 04 chance on the table of cult membership for broos), the god might well say, 'Where's your problem? You can still worship me.' Gods are unlikely to use *Divine Intervention* simply to save you social embarrassment!

Q: An Aldryami Wood Lord was reduced to 0 power by spirit combat. Can he be brought back to life by any means?

A: No; he is *really* gone. Despite what is said to happen in *WF11*, p13 to some Humakti (candidly admitted as a mistake to me by Greg), loss of all POW means complete annihilation.

Q: Should Elves be allowed to use acid and poisoned weapons? Local opinion is that this is not elvish.

A: I would expect Aldryami to use herbal poisons and not normally to have access to other kinds, except perhaps those derived from monsters. As for not being elvish, this sounds too much like Tolkien-style noble, fair etc elves. Aldryami are not like that, I feel; I would expect them to be extremely standoffish, not to say hostile, to most humans, unless these followed friendly cults (Light or Earth cults), and to be fanatical in their defence of their plants, which they might well think more important than other intelligent species. They will also be fanatically hostile to their hereditary enemies, Trolls and Mostali (a hostility returned with interest), and probably neutral to Dragonewts but uncomprehending of them.

Q: Can poison be combined with acid?

A: While they are not technically magical, I would expect weird results as with combining magical potions.

Q: Would a non-dwarf Mostali cultist be allowed to use a repeating crossbow?

A: I doubt it; this would require special enchanting of the weapoin, or *Divine Intervention*. Probably the only way you could show sufficient devotion to Mostal would be to join Mostali ways (see *DW24*), so what would be the point? Orthodox Mostali don't adventure.□

Starbase *is a bi-monthly department for* Traveller, *edited by Bob McWilliams. This issue, quick fleet design.*

A Fleeting Encounter

Book 2 Fleets by Andy Slack

High Guard vessels and fleets are fine for mass military actions and tournament play, but I have found that in normal *Traveller* adventures the amount of time spent designing them is wasted. Smaller units like the famous Gazelle class or my own Explorer class [*WD39*] have their uses, but in general can be replaced by ordinary *Book 2* designs without any loss of flavour. Huge craft like the *Azhanti High Lightning* are negligibly large – their firepower and marine contingents are such that if they appear in a game at all individual characters in a small ship stand no chance whatsoever, unless the opposing captain is an idiot. The average game or commission is instantly unbalanced unless the heavy cruisers are kept off-stage – so what's the point of spending days designing them?

A fleet of *Book 2* ships is much more deployable and far easier to design. It is also easier to run; because of the lack of screens and the way the weapons behave, tactics are roughly similar to modern naval warfare. Even with computer programmes such as those available to the vast Model/7 machines, lasers and missiles are roughly equivalent in effect whoever launches them or fires them. Further, because ships are not very resistant to damage, and because ton-for-ton a group of ship's boats have more weapons than a starship or non-starship, there is a strong incentive to having many small units, rather than a few big ones. From a game balance point of view, this means that instead of being pursued by a 20,000 ton craft with a meson gun the players' free trader is set upon by a squadron of fighters or ship's boats. They stand slightly more chance, but the referee has had virtually no design work to do and can concentrate on the scenario not the rules or the hardware.

Fleet Composition

1 Carrier – a large vessel carrying fighters or ship's boats modified as fighters. 2-12 Escorts – type C or type T cruisers would be perfect. 1-6 Auxiliaries – supply ships, hospital ships and so on. Type R or M subsidised merchants called up for war service, probably. 3-18 Scouts – the familiar type S. 1-6 Couriers – fast, long-range vessels for carrying reports and orders on strategy, future fleet positions, etc. 1-6 Tankers – large vessels with vast amounts of spare fuel to transfer to other ships. 1-6 Assault Carriers – large vessels carrying marines and their equipment, possibly in low berths.

Deployment and Tactics

The running costs of warships will still be much higher if they are moving around than if they sit still, so to save money any government in peacetime will keep the fleet in port as much as possible. In peacetime, the scout ships will roam around space looking for trouble which requires a fleet's presence, and if they find it they will report back straight away. The escorts may also patrol randomly in the hope of nipping such trouble in the bud, blasting pirates, and so on. The rest of the fleet will spend most of its time at a naval base, strategically placed for quick response to likely trouble areas. Still, sometimes it will go on exercises to fine-tune crews and equipment; so assume a naval base has a fleet present 5/6 of the time, and if a 6 is rolled the fleet is on an exercise. Naval bases will always retain some fighters to protect them, some scouts for reconaissance, and some couriers to report or yell for help with.

When in war or exercise the fleet moves as a whole, the units have the following tasks:

Carrier. The flagship, also responsible for transporting up to a hundred or so fighters/combat ship's boats between star systems. It is lightly armed as a last line of defence.

Fighters. They do most of the real work. They attack enemy ships, usually with missile fire; support ground troops, serving as 'flying tanks' as well as maintaining air superiority; and attempt to prevent enemy fighters from doing the same things back.

Escorts. Their primary function is protecting the carrier from enemy fighters. If friendly fighters do not break up an attack, the escorts must do so as the carrier is not itself efficient in combat.

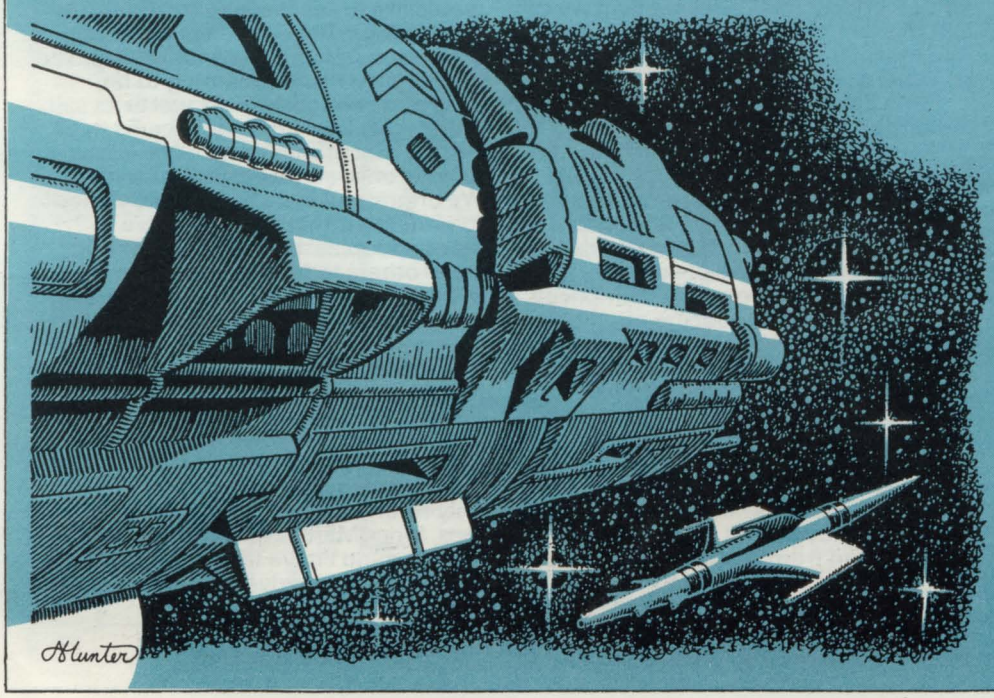
Auxiliaries and Tankers. Supply the fleet with fuel and other goods. They normally huddle around the carrier for protection.

Scouts. Primarily used for reconnaissance. They will jump into nearby systems in search of opposing forces and report back if possible. The fleet normally plans its movements some weeks in advance; this means that the scouts can leave the fleet in system A, search systems B and C, rejoin the fleet in system D, rather than the whole fleet sitting idle until a report is brought back. This also makes opposing scouts prime targets for capture by enemy intelligence, and since plans must often be changed, scouts are often lost from the fleet by appearing at the scheduled system to find the fleet absent. Contingency plans are laid against this, eg alternate routes and instructions to 'go to such and such world and wait for further orders', but even so there are a lot of lost scouts roaming around in a war. (Good scenario there, perhaps.)

Couriers. Required to carry messages back and forth between fleets and bases. A quite respectable 400ton courier capable of jump-5 can be designed at tech level 11 for around MCr250, which should be sufficient for most needs. The same comments about fleet schedules and routes apply here as were made for the scouts above.

Finally, each fleet must have its own marine force with it in case it needs ground troops, because it will rarely be able to wait weeks or months for troops to arrive. These too huddle near the carrier.

As can be seen the fleet has quite a realistic feel, and requires only a few hours work designing the couriers, carriers, tankers and assault carriers. In fact, most of this work can be skipped since only the courier is likely to appear in a scenario – a band might well be hired to hijack it to find the composition and route of its parent fleet.□



月刊イマジンは高いだ

ASAMIMURA TENPO 11 NIPPON

Letters Page,
White Dwarf,
27/29 Sunbeam Road,
London NW10 6JP,
United Kingdom.

Dear *WD*,

I feel I must congratulate Daniel Collerton on the splendid job he did on the *AD&D* city of *Irilian*. When I Dungeon Mastered it, I found that my motley crew of adventurers were enjoying themselves immensely, (in fact, they said they'd liked it even better than *Forest of Doom*!).

Still, onto more important things, ie my thoughts on improving *WD*, which has far surpassed its opposition. Firstly, I begin to wonder why *White Dwarf* became a monthly publication after all, because it seems to me that most of your articles appear every two months. I can understand that this allows more room for other things, but I would have thought that *WD*'s motto was 'quality not quantity.' Secondly, I am one of your readers that would prefer multi-system scenarios instead of your more usual (too much *D&D* and *Traveller*!). Thirdly and lastly, in *Fiend Factory*, still a monthly feature thank God!, why not let Mr Fiore comment on the published creatures; just a sentence or two at the bottom maybe, and perhaps even a marking system akin to *Open Box*.

Yours,
B P Stevens, Essex.

Dear *WD*,

May I say how much I enjoyed the recent Demons in *RuneQuest* series, and give my thanks to Dave Morris for the good ideas it contained.

Keep up the good work,
Philip King, Essex.

Dear *WD*,

I am writing to compliment you on your 'New Look' *White Dwarf*. I am especially pleased with the addition of 2 very promising cartoon strips – *Thrud the Barbarian* and *The Travellers*. The new policy of occasionally having articles on less popular wargames has my full support; some suggestions for which would be articles and scenarios for *Task Force's Star Fleet Battles*. However, I would like to know why the very good *Starbase* articles are only on a bi-monthly basis. I, who prefer *Traveller* to *AD&D* occasionally (only occasionally) get angry over the preference of the editorial staff for *AD&D* and *RuneQuest*. While I can quite see the point that both are very popular, I and many other *Traveller* players would comment that *Traveller* is just as popular.

However, in general I am very pleased with my monthly *White Dwarf* and will continue to receive the magazine with open arms.

Yours,
Tim Westlake, Devon.

Dear *WD*,

The *Castles In The Air* correspondence risks becoming unduly long, tedious to those not involved, and if Edward Whittaker's letter is anything to go by, increasingly acerbic. This was never our intention, and so despite the risk of provoking further letters we would be glad of an opportunity to set the record straight. (If nothing else, it might prevent Lew Pulsipher feeling that he is being persecuted).

The point of our letter was not to get picky over detail, but (with tongues in cheeks) to challenge what we felt to be Lew's assertion that dungeons are a logical, if not inevitable, feature of the *D&D* multiverse. It may be, as he says, that the example we picked would not be effective, but I think the point behind it still stands – the vast majority of *D&D/AD&D* dungeons proper are the secure, well fortified underground constructions he describes, which regulary get creamed by a small party of well equipped adventurers. And yes, before anyone starts reaching for their pen and vitriol, this would apply equally well to an over-ground castle.

Ultimately, it is not the game you play that counts, but the way that you play it. I like to think that although we may not agree with Lew's line of argument in this case, we share with him and many others a commitment to campaigns with a well developed and internally consistent rationale, which *in game terms* are realistic. Such an approach, in our opinion encourages good role-playing, but is not tied to any particular system. There is nothing to be gained, therefore, from sterile slanging matches over the merits or demerits of rival systems, and we do not intend to become involved in them. We meant it then, and we mean it now.

Yours constructively,
Chris Elliott and Richard Edward,
London.

Dear *WD*,

Anent Steve Gilham's comments in *WD45*, undoubtedly there is far more to FRP than dungeoning, but wouldn't it be foolish to try to give a taste of every facet of FRP to complete novices? Simplicity is a virtue when introducing people to a new idea. Moreover, there's no obligation to emphasize the 'forefront' of FRP; novices surely aren't going 'to be forever five years behind' because their first game is a dungeon rather than something else!

Given that the main point of my introductory scenario (*Khazad-Dum, WD38*) is that the players will be familiar with the situation from reading the books, Moria was the best choice for the adventure. It gives the players a specific objective (other than 'smash-and-trash'); to get out of Moria. The whole fellowship is present, whereas soon after the group broke up. I suppose one could use the trek from Rivendell to Moria, but frankly, I find the Moria section more varied, much more exciting and, just as important, more memorable. It would be foolish to refuse to use it on the grounds that dungeon adventuring is somehow inferior.

I don't have the space to explain why here, but I think dungeons, however realistic or unrealistic they may be, are still the best adventuring environment for most novice groups, especially youngsters. Nonetheless, anyone who prefers non-dungeon scenarios can certainly use them after getting the novices hooked using Moria.

And if you really can't stand dungeons, I suggest using something from the First Age as an introductory scenario. I devised a rather vague First Age introductory scenario before *The Silmarillion* was published, but never tried it because Moria worked so well every time I (and others) used it.

Yours,
Lew Pulsipher, USA.

Dear *WD*,

I write in praise of Phil Masters' *Aliens* in *WD47*. However, I have one complaint (or rather question). How do you pronounce Phulgk'k'k'k? I fear that for my purposes the name will have to be changed or I'll have to practice (it can show a lack of control on the campaign to have to call them 'Phulgthingies'! Nevertheless a very useful article for use as an alternative to the universal Dentrassi!

Yours,
Duncan Bisatt, Southampton.

Dear *WD*,

I have enjoyed your *Irilian* series immensely, both for the plot, (which I have found to be better than many modules I have played or DMed) and for the amount of detail and effort that must have gone into it. Three cheers for Mr Collerton. It is indeed a pity that we cannot see more of this quality in future scenario spots; hint, hint. Secondly, I would like to see more solo modules for *D&D/AD&D*. The only ones so far out, are both *Basic* and *Expert* modules. The quality of *M1* left something to be desired although *M2* was worth its salt. Thirdly, Mr Lew Pulsipher seems to be getting a lot of stick when all he is trying to do is offer some constructive ideas. We ungrateful Britishers would do well to remember that we don't have to accept peoples' ideas and we should leave others to form their own opinions of articles, if the alternative is blasting everything we don't agree with to kingdom come. Everytime Mr Pulsipher puts pen to paper someone's out to get him; (remember the Necromancer). Keep up the good work Lew. Fourthly, previous to Mr Marcus Rowland's excellent *Stop, Thief* article, I had only used thieves as openers of locks and detectors of traps, only rarely backstabbing the leaders of foes. Since Marcus enlightened my misguided mind I have taken to thieves in a single character adventure in a big way. Thanks Marcus.

Yours,
Tim Smith, Derbyshire.

An AD&D two-part campaign for a party of levels 6-9. Next issue's instalment will conclude the campaign – any references unexplained below will be fully covered then. Read through the adventure thoroughly before beginning.

The Key of TIRANDOR

Part 1: The Search for the City

by Mike Polling

GM'S INTRODUCTION

This is a one-off Campaign, set in its own world (to fit it into an existing campaign, make it clear to the players that they have somehow entered a different universe). Magic is extremely rare. Although peasants believe in local deities, intelligent men (travellers, city-dwellers, etc) regard their worship as ignorant superstition. There are no gods *and no Divine Intervention* – and consequently no cleric character class. Alignment is a matter of personal psychological orientation.

This self-contained world has its own creatures. All characters must be human; there are no non-human player races.

For reasons that will become obvious, there should be no illusionists, and no-one with illusion (or, especially, anti-illusion) spells, scrolls, potions, items, etc. Because there are few adventurers, and little magic, the player characters are amongst the most powerful people in the world.

Six ready-rolled characters are provided for the campaign. You can use your own characters, or roll new ones, but please note the special requirements and limitations of the characters provided – and remember, there can only be *one* magic-user, and *no* clerics. Don't be afraid of making decisions based on your own judgement. Each game is different, and you should respond to the requirement of *your* game.

The lost city of Tirandor is no fable, although the players should be led to believe it is. Once a very powerful city state, its strength was derived from some source of immense *ethereal* or mystical power located in the mountains, probably at the original city site. This was carefully controlled by the mage-lords of Tirandor; but eventually, one of the most powerful, named Karapadin, found some means of usurping all the power for himself. Another mage-lord, the noble Bitranthaa, attempted to stop him. In the ensuing battle, Karapadin was killed; but the power had been drained from Tirandor and it perished. Only Bitranthaa remained. He harnessed the power himself, and attempted to use it to re-establish Tirandor on his own. But by himself he couldn't handle the power, and became steadily madder, building up a Tirandor of illusion. Before he finally retreated inside the fortress of dreams, he captured the dragon Yrgael and set him to guard the power, and established the Nine Gates in an attempt to ensure that if anyone *did* get to the power, it would be in a much reduced form (Fortress, Yrgael, Nine Gates: see next issue).

Over the centuries, Bitranthaa has slowly extended his power. Now quite mad, and living in a world of his own fantasies, he is incapable of distinguishing reality from illusion.

Kastarys, the wizard, has spent some years delving into ancient archives, and has found some vague fragments relating to Tirandor and formed the impression that the power is still there. He has heard of the characters, and magical research has indicated that they are the people for the job. Zanok in particular has been indicated as important, although Kastarys doesn't know why. The other characters should not regard themselves as Kastarys's employees, but rather as partners.

Zanok has a family heirloom, an ancient amulet known in the family as *The Key of Tirandor*. He has no idea of its significance. The setting is worthless, but the gem has all the colours of the rainbow continually flowing through it. It is, in fact, one of the five pieces of the actual Key. The entire Key consists of two identical gems, an amulet to hold them, and two sections of rod which join together – the top section of the rod fitting into the base of the amulet. The whole thing is about six inches long. The other four pieces are scattered along the road to Tirandor, and it is only with these that Tirandor can be found. Each piece gives the wearer a strong sense of the direction in which he must travel to find the next piece. The player should be told that he cannot bear to be separated from the Key; he should guard it jealously, and covet each new piece as it comes along. When he finds a new piece, it is instantly obvious to him how it fits together with the piece(s) he already has. As he gets more of the pieces, he will start to feel ill, getting iller with each new piece. Don't tell him that it's the Key that's causing his illness. Even if he finds out, he should still want to keep the Key and bear the illness. It cannot be cured until the Key is put in its proper place – at which time he will be glad to get rid of it. Finally, it's entirely up to him whether he decides to tell the others about it or not.

THE PLAYER CHARACTERS

These characters are recommended for use in the adventure. If there are more than six players, or if any of the characters are irrevocably killed, further characters should be rolled of comparable power.

Kastarys
8th level magic-user; AC7; HP24; Alignment: Neutral.
Str 12; Int 17; Wis 13; Con 11; Dex 10; Cha 16.
Spells: 1st: *Burning hands; magic missile; protection from evil; shield.*
2nd: *Invisibility; ray of enfeeblement; strength.*
3rd: *Haste; fly; infravision.*
4th: *Minor globe of invulnerability; monster summoning II.*
Equipment: *Wand of Fireballs* (18ch); *Dagger +1; Ring of Protection +3*; The *Two Golden Lions; Ring of Reincarnation* (works three times only – user can *reincarnate* a dead person in human form, rather like the 6th level MU spell).

Zanok
7th level fighter; AC-2; HP46; Alignment: Neutral.
Str 16; Int 12; Wis 13; Con 15; Dex 15; Cha 13.
Equipment: Heirloom gemstone – 'The Key of Tirandor'; *Plate Armour +3*; Shield; *Longsword +3; Wings of Flying*; Light Crossbow with three *+2 Quarrels*.

Valakar
7th level fighter; AC1; HP40; Alignment: Lawful Good.
Str 18(76); Int 13; Wis 12; Con 12; Dex 14; Cha 15.
Equipment: *Bracers of Defense* (AC2); *Ring of Protection +1; Footman's Mace +2; Shortsword +1*; Short bow with four *+1 Arrows; Gloves of Healing* (9 charges – each charge enables the user to cast *Cure Serious Wounds*).

Slith
8th level thief; AC2; HP30; Alignment: Neutral Good.
Str 13; Int 16; Wis 9; Con 14; Dex 17; Cha 12.
Abilities: Pickpockets 70%; Open Locks 67%; Remove Traps 55%; Move Silently 67%; Hide in Shadows 54%; Hear Noise 25%; Climbing 96%; Read Languages 40%.
Equipment: *Elven Cloak; Ring of Protection +3; Longsword +3; Ring of Regeneration; Sling +1; Dagger +1*; Leather armour.

Rhigat
8th level druid; AC4; HP45; Alignment: Neutral.
Str 16; Int 11; Wis 12; Con 15; Dex 15; Cha 15.
Spells: 1st: *Detect magic; faerie fire; purify water; shillelagh.*
2nd: *Barkskin; charm person; cure light wounds* (x2).
3rd: *Call lightning; hold animal; neutralize poison.*
4th: *Cure serious wounds; dispel magic.*
Equipment: Cloak of Protection +2; Leather armour and wooden shield; *Dancing Scimitar; Spear +1*; Oak staff; *Rod of Resurrection* (2ch).▷

Keln
7th level ranger; AC2; HP43; Alignment: Chaotic Good.
Str 15; Int 13; Wis 15; Con 15; Dex 12; Cha 12.
Equipment: *Chainmail +3; Two-handed Sword +4*; Longbow with twelve *+2 Arrows; Shortsword +2; Ring of Djinn Summoning* (Jalal, the djinni, has 30 hit points); *Boots of Travelling and Leaping.*

General Notes on Players
All characters start with three potions of their choice and 700gps with which to buy provisions, non-magical equipment and so forth. Kastarys and Rhigat are both assumed to have any spell components they need.

The characters should be allowed any basic non-magical equipment but magical items are *very* hard to come by and extremely expensive.

The characters start in Brontir, where they meet Kastarys. Once you've sorted out all the basic details, show them the map and ask them where they're going. Kastarys knows the rough direction – towards the mountains – but only Zanok has any feel for the precise direction – to the swamps: if they don't follow his 'instinct', or if he doesn't tell them about it, they will wander around aimlessly, having the odd random encounter. Kastarys's Manuscripts: The Dragon song of Tirandor refers to Yrgael's imprisonment in Part 2. The Sayings and the letter fragment refer to the Nine Gates in Part 2.

PLAYER'S INTRODUCTION
You are all seasoned adventurers. Although none of you have met before, each has heard of the reputation of the others. Your individual adventures have taken you throughout the known world: from the powerful city-state of Kirag across to the trading-towns of Nalti and Pesh, and down to the most powerful and wealthy city-state Brontir.

There is little magic around but when you have encountered it, it's been dangerous, mysterious, and frightening. Sorcerers are few and far between, and usually not terribly powerful; they are often disliked and mistrusted, despite the good they can (sometimes) do.

You have all, separately, been requested to pay a call on Kastarys, a well-known sorcerer who lives in Brontir. Little is known about him except that he is pretty much the most powerful wizard around. The message you receive from him doesn't say much – just asking you along to see him, and referring vaguely to the possibility of great power, in connection with the fabled city of Tirandor.

Tirandor is pure myth; a children's tale. Long ago, so the story runs, in the Mountains of Tirandor stood the beautiful and mighty city from which the mountains derive their name. Its dominions extended as far north as Kirag, perhaps beyond. It was the familiar golden age. Somehow, the whole thing is supposed to have collapsed; all Tirandor's lands fell into anarchy, from which they slowly and painfully emerged into the present city-state system. There's not a shred of evidence to substantiate these fairy-tales.

Kastarys's Introduction
You have spent some years looking into dusty old archives, digging up mouldering manuscripts, etc – and as a result you are convinced that Tirandor is no legend. You feel that there is immense power in the mountains, just waiting for someone to go and get it. There will be danger, of course, which is why you need to persuade some of the best adventurers around to accompany you on your quest. And persuade them you must – after all, they're not very likely to pay much attention to idle talk about a fairy-tale. The only concrete information you have found (which you should show the other characters) is in the form of old manuscript fragments:

From 'The sayings of the Sage Emrallam':
Tirandor was a shadow-play on the face of the Abyss. If you are searching for great power, look for the key to the door which has no lock, follow the path of the gate which is not. Victory comes only through death. Defeat your lustings and cravings for worldly things. Release yourself from the cycle of endless recurrence; overcome yourself. Men are fools, the things of the world toys to befuddle the mind.

The Dragon-Song of Tirandor
The Lord of the Skies
The Prince of the Flame
Is lost from our eyes
Our loss is our shame
In the weight of the Earth
In the boundless Sea
Our loss is our dearth
Until he is free.

Manuscript fragments relating to the history of Tirandor
... but at length there arose one of the mage-lords, named Karapadin, and he penetrated to... rejecting... and calling instead for... And having usurped the power, he sought to establish his own empire... Bitranthaa, who fought against him in an awesome battle... Lord Karapadin was defeated and destroyed, but the power was drained from Tirandor for ever... And Bitranthaa came down, and watched in silence as the towers of Tirandor crumbled into ruin, and confusion and destruction came down upon the land. But some say Bitr...

Fragment of an ancient letter
... as you requested, my lord, I humbly report that the old man is no more than a lunatic, crazed in his wits. He talks of the mage-lords of Tirandor and other such ravings. And if such babble is not enough, he appears to believe that someone has returned from death – or something to that effect. These peasants, my lord, are children – dirty children at that. He wanders much in his speech, referring to the Nine...

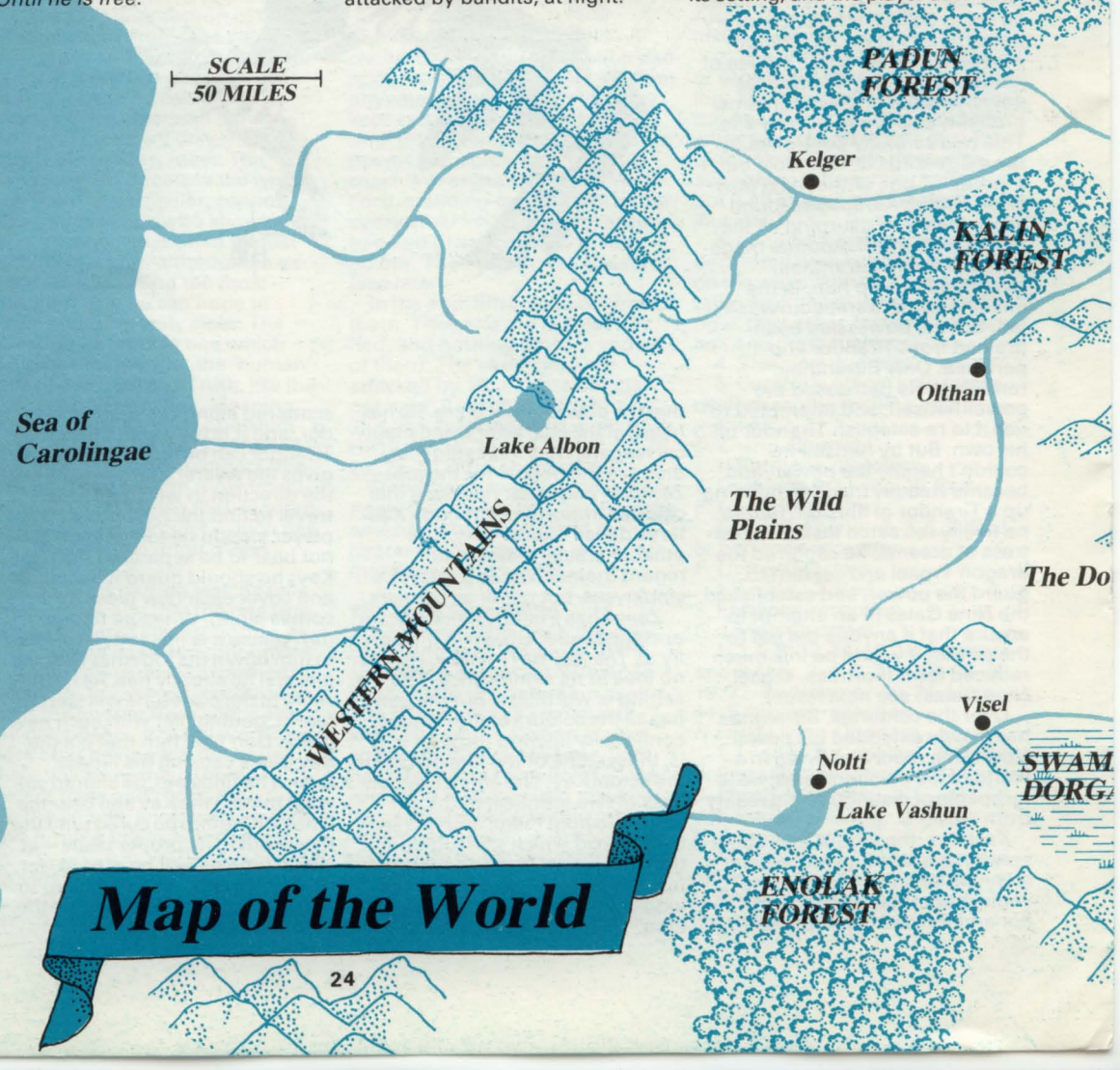
THE CAMPAIGN
The road to the swamps runs alongside the river. It passes through scattered settlements, although these stop about 15 miles from the swamps, where there is much murmuring, unease, and vague rumours about the swamps among all sorts of superstitious rubbish. About halfway to the swamps, the party is attacked by bandits, at night.

The Bandits
There are 20 of these, all 1st Level; (AC7; HP4, 6, 3, 5, 8, 7, 4, 5, 5, 5, 7, 10, 1, 6, 3, 3, 7, 2, 8, 9; longswords). Also a chief and his sorcerer.

Liork, Bandit-Chief
7th Level fighter; AC5; HP33; Alignment: Neutral Evil.
Str 18(01); Int 12; Wis 9; Dex 11; Con 11; Cha 11.
Equipment: Chainmail, Hand axe, 2-handed sword. 10gp.

Serkaton
5th Level Magic-User; AC10; HP12; Alignment: Neutral Evil.
Str 10; Int 16; Wis 13; Dex 11; Con 11; Cha 9.
Spells: 1st: *Charm person, dancing lights, burning hands.*
2nd: *Jump.*
3rd: *Invisibility, leomund's trap.*
4th: *Fireball.*
Equipment: Staff; dagger 5gp, amulet.

Liork is cunning; if he sees his men destroyed he will try to escape, to argue himself into safety. If he sees a *reasonably safe* way of killing or damaging the party he will take it. Serkaton has an amulet around his neck, which the character with the 'Key' will feel he wants and needs, although he cannot explain why. If Serkaton has been killed, the character will search his body and find the amulet immediately. It looks just like an ordinary gem. Serkaton, if still alive, does not think it magical. It has a curious and ancient setting; as the player with the 'Key' takes it, the stone falls out to the ground; the 'Key' gem falls out of its setting, and the player automat-



Map of the World

ically catches it. The 'Key' must obviously be fitted into the setting once possessed by Serkaton.

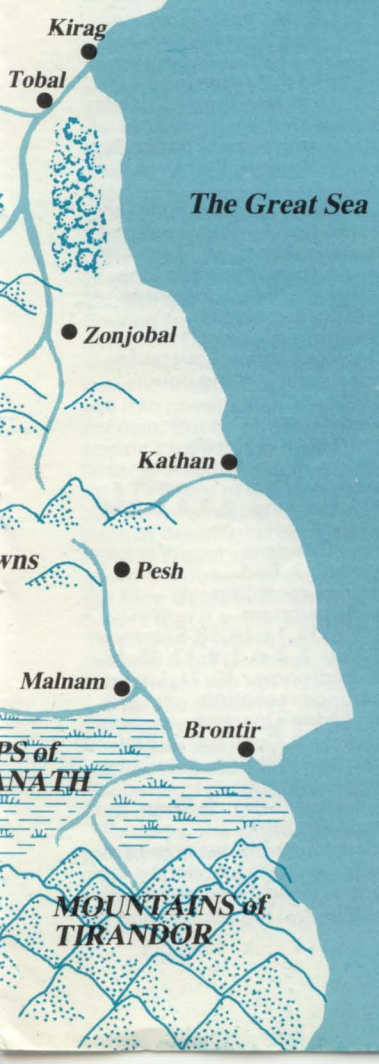
As the party journeys onwards, the players notice odd behaviour amongst the animals: nocturnal animals out by day and vice versa, not taking care to hide themselves from the party, behaving violently, often attacking each other, even herbivores attacking other creatures. Before the party reaches the Swamps, it is attacked, by day, by a pack of twelve wolves [*MM*], who will not turn and run when in great danger, but who will all fight to the death. They do not seem to have a pack leader.

The Swamps of Dorganath

As they approach the swamps the players meet a deranged peasant who thinks they are insane to try the swamp, but suggests they keep to a path which is marked out by slashed trees. He's never penetrated very far inside the swamps himself; about half an hour into them, the marked path disappears. Encounters: roll d8 for every 8 hours spent in the swamp. On a roll of 1, roll 1d20 on the table below.

Swamp Encounters

d20 roll	*Encounter*
1	Giant centipedes
2-5	Crocodiles
6-8	Electric eels
9	Giant frogs
10-11	Giant leeches
12-14	Giant snakes
15-17	Large spiders
18-20	Miscellaneous harmless creatures



Dorganath, as Lord of the Swamps, knows what is happening within them at all times. The swamps are completely magical; Dorganath is, in a sense, the embodiment or essence of the swamps. He is telepathically aware of everything in them, and knows of the character's entry. As they move on, he opens up areas of firm ground which will lead them inexorably to his mansion. If anyone tries to spy out the area by *flying* over it, he will only see undifferentiated swamp: no sign of a path, and no sign of the Mansion. Unless they get lost, it should take them about a day to reach Dorganath's Mansion.

In the fullness of time they reach a large house with a tower at one side – the path leads here. Whether they arrive by day or night, Dorganath knows they are approaching and will be ready for them whatever they decide to do. If they try to break in, they will suddenly find themselves surrounded by twice their own number of warriors. Attacking them will do no damage; they will not fight. Their eyes are dull and empty, and one of them speaks in a flat monotone with no intonation or stress at all, 'My master would like you to join him inside'.

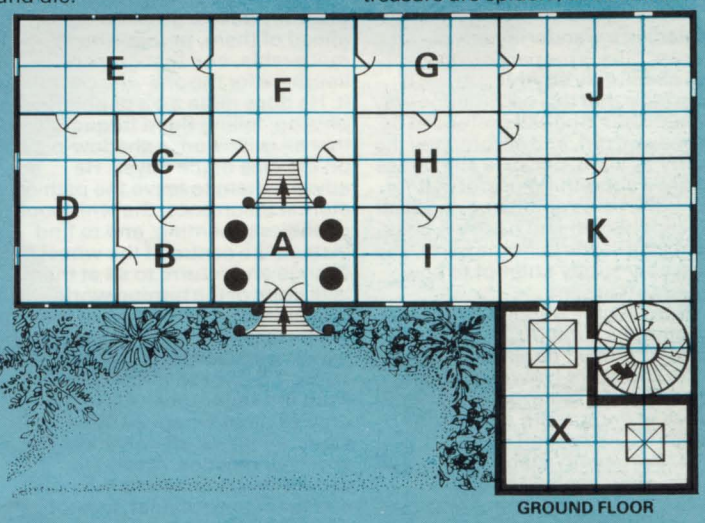
Awaiting them in the halll is Dorganath. His voice is also monotonous. He tells them it is a long time since he saw humans, and his name. (This is actually a lie, in a way; originally he was not called Dorganath, but his original name is lost. He was a wizard who came to live in the swamps, hiding from the wrath of the Princes of Tirandor – he has been here ever since. He has come to assume the identity of the swamps from which he derives his power. In effect, he is a part of the swamp and it is a part of him. When one is killed, the other will die.) Needless to say he is pretty deadpan and humourless – swamps aren't known for their sense of humour.

Dorganath

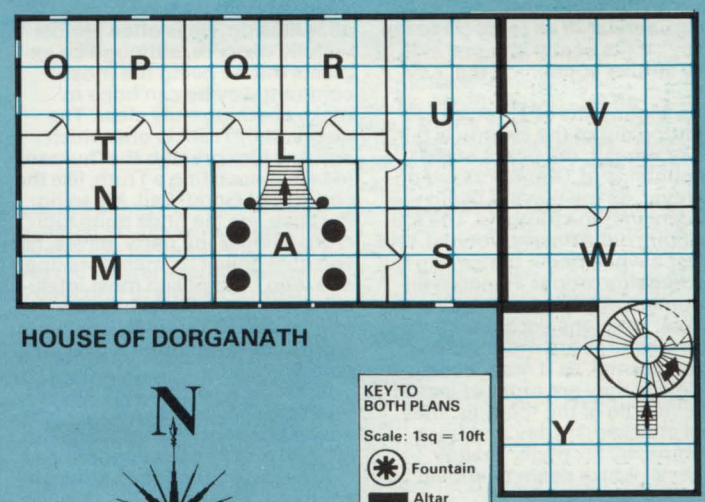
10th Level; HP40; AC10; Alignment: Neutral Evil. Magic-User with some Druidic spells. Str 17; Int 16; Wis 14; Con 18; Dex 17; Cha 7.
Spells: 1st: *Charm person, shield; sleep; unseen servant.*
2nd: *Darkness 15' rad; ESP; stinking cloud; web.*
3rd: *Dispel magic; gust of wind; suggestion.*
4th: *Animal summoning 1; ice storm.*
5th: *Animal summoning 2; cone of cold.*

Dorganath's swamp control takes several turns of concentration to effect, so is of no use in combat. He has a *Longsword of Cold* and a tarnished silver wristband which functions as a *Ring of Spell-Turning*. He is immune to non-magical weapons. He can also summon 3-12 Swamp Beings. These are created magically out of the substance of the swamp itself, huge shambling things that exude a nauseous stench and leave a trail of putrid slime.

Swamp Beings. AC2, Move: 6, Hit Dice: 5, No of Attacks: 2, Dam/attack: 1-10, Int: Low, Alignment: Chaotic Evil. He also has any number of servants. These are essentially undead, the pitiful remains of foolish adventurers who stumbled into the swamps. They have no will whatsoever. They are extremely fast, and very strong. These servants, however, will not fight under any circumstances; if the characters attack Dorganath (or even the servants themselves) they will take no part. They cannot be commanded or controlled except by Dorganath. He will conceal his hostility to the characters, seeming friendly and interested in them. In fact, his intention is to find as much information from them as possible, then feed them to the swamp and turn their soulless remains into more servants. Despite his great power, fire (of any kind; a hurled torch, a simple spell) terrifies him, and if he is brought into contact with it, he will instantly flame up and perish. His servants etc will die with him, crumbling into dust. All the fireplaces in his mansion are sealed up, and light at night is provided by strange glowing stones. When he dies, the swamps will begin to shrivel up and die.

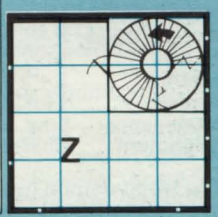


GROUND FLOOR



FIRST FLOOR

HOUSE OF DORGANATH



TOP FLOOR

The House of Dorganath

Generally dilapidated, slimy; damp, dusty, squalid.

Ground Floor:

A: Hallway reaching up to top of house with staircase leading to balcony on first floor.

B: Storeroom for kitchen, containing pots, pans, etc, all disused, rusty, ancient. Bits of squalid mouldy food.

C: General storeroom – clothes, linen, odds and ends, ancient and disused.

D: Kitchens, also disused. Fireplace blocked up, as are all fireplaces.

E: Dining room, ditto.

F: Reception room.

G, H, I: Reception rooms; empty, dusty.

J: Dorganath's library. Hundreds of books. On the bottom shelf in the SE corner, behind a chair, inside a locked cabinet, is a *Manual of Bodily Healthy*, a *Tome of Clear Thought*, and a *Tome of Understanding*.

K: Dorganath's study.

First Floor

L: Balcony with doors to mouldy bedrooms M, N, O, P, Q, R and S. T is a corridor to O and P.

U: Empty room; no window.

V: Dorganath's treasure-room. All the treasure is covered in dust, obviously untouched for long ages. Hidden amongst the piles of treasure are spiders, about three▷

▷feet in diameter. If they bite they inject a mild poison. Treasure: 3000gps; 5243sps; 1 1800gp gem; 1 worthless gem; 1 1000gp necklless; 1 potion of strong poison; 1 *Oil of Etherealness*.

W. Empty.

The Tower

X. Thick walls, no windows, soundproof. Dorganath's torture-chamber. There is a girl, unconscious and dressed in rags, chained in one corner of the room. She is Keladi, captured by Dorganath because she possessed a worthless gem, a family heirloom – it is, in fact, the second part of 'The Key', at present residing in Dorganath's lab (Z).

Keladi

8th Level MU/Druidess; AC10; HP24; Alignment: True Neutral. Str 12; Int 17; Wis 12; Con 14; Dex 16; Cha 16.

Spells: 1st: *Charm person; shield; purify water; shocking grasp.*
2nd: *Feign death; invisibility; scare.*
3rd: *Call lightning; suggestion; monster summoning 1.*
4th: *Cure serious wounds; polymorph self.*

Keladi is a wandering adventuress. She is prepared to say and do absolutely anything at all, if she feels that this will in some way benefit her. She will pretend to be a peasant girl, and accompany the party as such, because she thinks there's something useful in it for her. She cares about nothing at all except herself and her own possible gain. If she joins the party, she will very subtly attempt to sow seeds of dissent.

Beneath the trapdoors is a giant gelatinous cube (AC8; HP24; Hit Dice 4; Attack: *paralysis* + 2-8).

Y. The stairs between the two doors are missing, so players will have to enter room and climb steps to the second door.

Z. Dorganath's lab. Contains all sorts of arcane and esoteric equipment etc, all apparently useless. In the middle of the table is a gem, similar in all respects to the 'Key'. It fits neatly into one side of the amulet containing the 'Key'.

The Mountains of Tirandor

Getting out of the swamp is fairly easy. Ahead, the peaks of the Mountains of Tirandor reach up forever, as the players begin the ascent into the foothills. The foothills are quite thickly wooded, and after a while begin to rise into the mountains proper. Random encounters are twice as frequent as usual; when the encounter occurs, the creatures are more vicious than normal, as if maddened.

While they are more or less in the middle of the foothills, they are attacked, by day and from behind, by six huge, shaggy beasts, which seem to appear out of nowhere.

WOOD-DEMONS

Armour Class:	4
Move:	9"
Hit Dice:	5 + 2
Attack:	1 for 2-9
Intelligence:	Low
Alignment:	Chaotic Evil

The wood-demon (not in fact a demon at all, but so called by ignorant and superstitious peasants) can *shriek* which causes *confusion* (ie inability to cast spells or to fight, 30% chance of running away in fear). The effect of this lasts, if effective, for three combat-rounds. It is subject to a saving-throw. The demon can also create an illusion of being a rock which is near-perfect and can only be detected by a wizard of 5th level or higher searching intently and using the *wizard eye* spell.

Aroyendis

As the party reaches the point at which the foothills begin to turn into mountain, they find a small hut nestling in the trees with smoke coming from the chimney.

Inside is an old man called *Aroyendis*. Aroyendis is friendly towards them – he tells them he is friendly to all passers. He points out that since the days of Tirandor no-one has passed his door twice. He will provide them with food and a place to sleep; if anyone needs *healing* or revivifying he will do that for them at no cost. They may stay with him for as long as they like.

If questioned, he will tell them that they have a great danger ahead of them, perhaps insurmountable, and that great power lies there for the one who can take it. He does quite a bit of philosophising, telling them frequently that all is illusion, a shadow-play on the face of the abyss. He advises them to leave the path of eternal recurrence, the whirlpool of endless seeming, and to find instead the centre of the wheel of change and return, to sit at the 'still point of the turning world', at the 'point of intersection of the timeless with time'. The clever player will spot that this ability to quote T S Eliot so glibly comes from the sage's position at the precise point where all dimensions, all times, all universes, in short, all realities, meet. The danger which threatens the world, and them in particular, cannot affect Aroyendis, who knows that all is illusion. He is often almost wilfully obscure, although he explains this as being the most coherent way he can hope to make anything truly clear. The question of Truth is one which amuses him greatly: the 'human' idea of there being a Truth, like the concept of Good, Evil, Meaning, Purpose, etc, he finds quite ludicrous. Before the party leaves, he will give one of its members (the one who has spoken most intelligently to him; failing that, random roll) an ancient amulet, which has words engraven upon it (see below).

Note: As a parting jest, he tells them cryptically that the one true power is that of life through death, after all else has been renounced.

Aroyendis cannot be harmed by anything. Weapons pass through him; the energy from spells simply disappears. If the players look back after having left the house, there will be nothing there – except trees and rocks, etc.

On the amulet, engraven circularly and turning towards the centre:

Obverse: That which was before anything was
which sighed before breath had life
which was the serpent of creation
which moved on the face of the waters
which whispers with a thousahd empty voices
which has no age or death

Reverse: That which destroys with a thousand tongues
which laughs with a meaningless sound
which lights the way of life and death
which speaks with the voice of consuming fear
which raises the legions of the damned shadows
which breathes the roar of chaos and pain
In the name of ..... and .....
I release you

The words in the blanks have been obliterated; they should read, respectively, 'Wind' and 'Fire'. The amulet becomes important in Part 2. Although there is no clear path for them to follow, Zanok feels instinctively that he knows which way the party should go. After about half a day's climbing, they are attacked by a party of shortish, hairy, muscular men (actually illusions).

THE ANAK

Armour Class:	As worn; basic AC10
Movement:	12"
Hit Dice:	1d6 (basic)
Attack:	By weapon type
Intelligence:	As human
Alignment:	Any, but tending to Neutral Good
Size:	M (slightly shorter than an average man)

The Anak were a peaceful and civilized race, their civilization had once reached greater heights than anywhere else in the land. They kept very much to themselves, until Bitranthaa tried to extend his power. For some time they successfully resisted the mad Mage-Lord, standing against him when every other living creature around had fled or succumbed to his power. Their priest was Dessom (see later).

In the end, Bitranthaa overcame them. Those he did not destroy fled, and nothing more is known of them. The characters are attacked by 15 of these beings – not 'real' Anak, but Bitranthaa's illusory creations: 4th Level; AC7; HP10, 18, 16, 11, 9, 8, 17, 17, 12, 20, 23, 21, 14, 13; Longswords).

Once they have overcome these Anak, the players will come across an Anak stronghold; and the bearer of the Key feels strongly that they should enter.

The Anak Stronghold

An improvement upon natural caves and rock passages in the side of the mountain. The Anak lived within the mountain itself. The passageways are tall and wide, the whole system is very spacious. Where possible, light has been let in from holes in the rock, and reflected into obscure corners by means of mirrors. Where the passages are too far away from possible light from the sun, there are glowing stones which give off a clear radiance. Everything is extremely elegant and graciously constructed, and adorned with great taste and artistry – wall paintings and hangings, wood carvings on doors, etc. All gives the appearance of a very civilized and cultured race. Almost everything here, including any Anak they may meet will be illusions. The real Anak fled about a hundred years ago, yet it looks as if they had only just left, appearances maintained by illusion. Any random encounters/wandering monster in the stronghold will be with 1-10, 4th Level, AC7, longsword armed Anak that will attack on sight.

A. Living Quarters. This building is deserted, recently by looks.

1. Bedroom. Sleeping on cushions covered with rugs, floor cushions for sitting on; low tables.
2. Living quarters. All rooms are divided off by thick hangings which can be drawn aside and changed around with ease. Good carvings and wall hangings.
3. Entrance and reception area.
4. Cooking-area. Fireplace (as in every room), pots, pans, etc.

B. Living Quarters.

1. Entrance and reception.
2. Study – cushions, low tables, writing instrument, library of scrolls. These are mostly incomprehensible, treatises on art and works of Anak scholarship.
3. Living-area. Cushions, fine paintings, carvings, hangings.
4. Entrance-reception.
5. Guest-room. 6. Main bedroom.
7. Cooking area.

C. Museum and Library. All the great artefacts and works of science and art are kept here.

1. The Gallery. The finest paintings, wall-hangings, carvings. Also a display of musical instruments.
2. The Library. Vast collection of scrolls piled from floor to ceiling. These actually are genuine – the Anak had to flee too quickly to allow them to take their museum or library with them. In reality, everything is in a pretty bad state, but it all looks new, thanks to the illusion.
3. Long passageway, intricately decorated with curious weapons on the walls. Although, like everything else, these weapons look new, they are in fact ancient as hell and pretty useless.
4. Sleeping-quarters.
5. Curator's office. Low tables, useless scrolls, writing equipment etc.

D. Living-Quarters.

1. Entrance-reception.
2. Cooking. 3. Living. 4. Bed.

E. Living-Quarters.

1, 4, 7, 8. Living. 2, 3, 6, 9. Bed.
5: Entrance-reception.

F. Living-Quarters.

1. Living. 2. Bed.
3. Entrance-reception.

G. Living-Quarters.

1, 3, 5, 8, 12, 14, 16, 18. Entrance and living. 2, 4, 6, 7, 9, 13, 15, 17, 19, 22. Bedrooms. 10, 21. Living. 11. Entrance-reception.

H and I Living-Quarters.

1. Living. 2. Cooking. 3. Bed.
4. Entrance-reception.

J. Living-Quarters.

1. Entrance-living. 2. Bed.

K. Administration.

All of these rooms were used as offices for various functions.

L. Artificial Pond. Has fountain in the middle.

M. Temple. For the unknown gods of the Anak. Decorated with breathtaking beautiful wall paintings and carvings. At the southernmost end is an altar.

N. Palace of the Prince of the Anak. Sumptuously decorated.

1. Living-area. 2. Reception room. 3. Entrance-reception. 4. Study; nothing worthwhile. 5. Bedchamber. 6. Main bedchamber. 7. Treasure-room, actually walled off from rest of house, with a door. Contains 9 chests: seven are full of gold coins, worth 10,000gp per chest; two contain gems and jewellery to the value of 50,000gp per chest; all illusion, of course. 8. Courtyard.

O. Living-Quarters.

1. Cooking. 2, 6, 8. Entrance-reception. 3, 7, 10. Living. 4, 5, 9. Sleeping.

P. Solid rock. Smoothed.

Q. Passageways. Leading nowhere; blocked by fallen stone.

Originally, the domain of the Anak extended much further, but the illusion is only being maintained for this small area.

Bitranthaa's power is that of illusion; he is extending his power into this reality slowly, increasing the element of illusion in the world. He is mad, and likes to play with his victims before destroying them. What he does to destroy, essentially, is to drain out the reality of his victims which he transforms into magical energy and uses to extend his power; the victims themselves then become illusions, sustained only by his imagination, over which he has complete control. The victims are neither living nor dead, for he has not actually killed them, ie released their souls, which are trapped within the illusion. The illusions are thus trapped in Bitranthaa's world of illusion, and are conscious of it, but helpless – rather like being in a dream, or a figment of someone else's imagination, but aware of it. Any illusions cast by any of the players are useless, and the energy used in creating them just goes to Bitranthaa.

The party is a genuine threat to Bitranthaa, because they possess the parts of the Key which may destroy him. He cannot destroy them immediately, for the power of the Key is protecting them. He has no power to destroy the Key.

Bitranthaa is aware of their entrance into this stronghold – although awareness for him is not the same as it is for most: he is largely unable to differentiate between illusion and reality (this is in practice; in theory he does distinguish to the extent of knowing what he is trying to remove and what he is trying to impose). Nevertheless, whether consciously or unconsciously, he is aware of their intrusion, *and so will warp the appearances within the stronghold*, shifting walls and doors, etc, although the *real* layout of the stronghold remains as it is in the diagram. These false appearances will warp the senses (unless they are disbelieved), but if a player pushes on through a 'wall' where he knows a passage to be, the illusion will vanish.

At the entrance to M is a huge stone block which is half-illusion, half-real. It is real enough to be impossible to penetrate, although if it is disbelieved it will become transparent – which is no use as there is a very real curtain behind it.

In order to reach the inside of the temple, they must drink the water from the pool at L. Illusion cannot affect the pool, nor can it affect the temple itself – it can only put the door in the way. Once the water has been drunk, it enables the players to see to a certain extent through the illusion that surrounds them. It has a disastrous effect upon that illusion – which must be believed in to be sustained. The walls begin to shift, to dissolve and melt, as in a melting reel of film or a painting that has been splashed. Everything begins to merge with everything else. The Anak can no longer attack, indeed are in a pitiful state. It is difficult to get bearings – even balance is affected. Only the temple remains solid, and the stone block is no longer in the way.

The passageways are impossible to find now, so it is unlikely that the party will do anything except make for the temple. Inside everything is solid and 'ordinary'. All is bathed in a calm green light. On the altar is a small shiny cylindrical rod - which is the next part of the Key, for which they have come. This will fit quite easily into the slot in the base of the amulet.

From behind the curtain behind the altar (unless someone has already gone behind it, of course) they hear a voice calling them. Behind it, lying on a bed is the Anak called Dessom. He is very old, and dying. His voice is indistinct, and only a few words can be made out, here and there, disjointed. He tells them that he is the last of the Anak who lived here, that he has been fighting a lone battle for over a hundred years, that the power is too great and increasing, that he cannot hold it any longer; that he had enchanted the pool and that he keeps the temple safe.

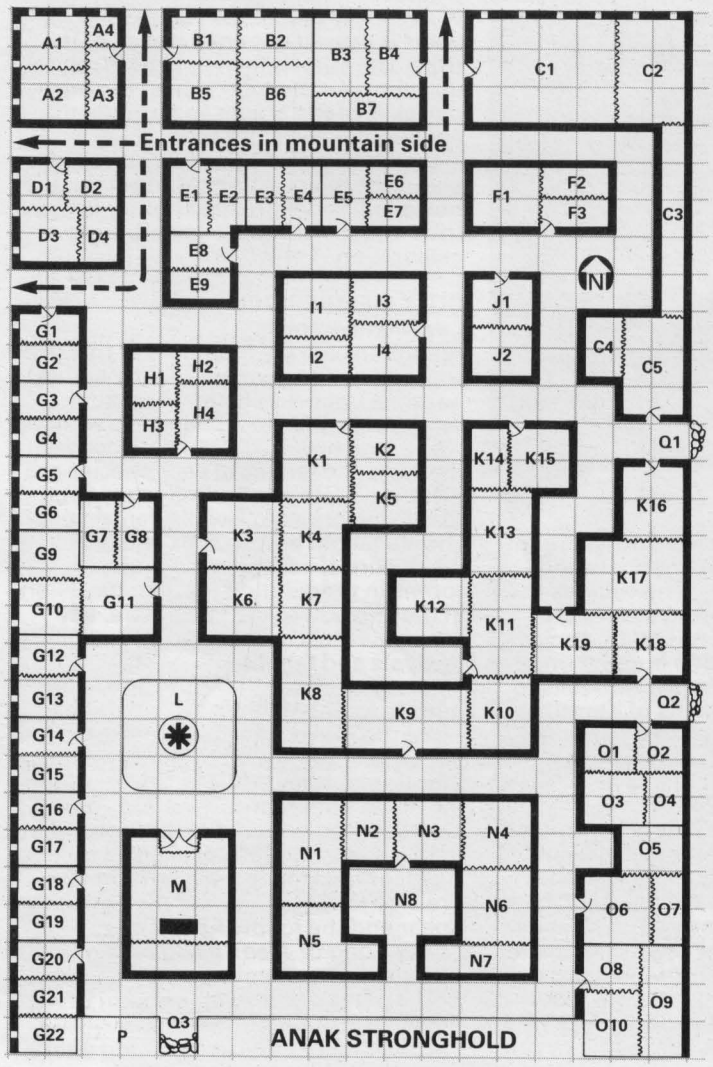
Dessom was the Anak priest, endowed with considerable magical powers, and he used his talents to hold off Bitranthaa's influence while he searched feverishly for some means of defeating the mad mage-lord. When Dessom at last found the way to destoy Bitranthaa's power, he was too old and too enfeebled to use it. He has managed to survive and keep himself safe from Bitranthaa, hoping that someone will come along with the ability to use the spell he has devised. He points to a symbol on the wall, which glows with a luminous green. He says, in a broken and incoherent fashion, that a sorcerer must trace this symbol, and that it binds reality. He is very insistent that this must be done, and that there is very little time. When Kastarys does this, a great pain shoots up his arm, a numbing cold, and he momentarily blacks out – but he recovers almost immediately. Dessom tells him that he will know when he has to use it again. (In fact, he almost immediately forgets the form of the symbol; he will only remember it when finally confronted by the prince in the castle, over the crystal coffin, see next issue.) Dessom tells them all to leave, fast, muttering that he is 'holding it for as long as he is able'. As they leave the temple, they notice that everything has lost its polished, unnaturally new look, and has become a ruin – everything is dusty, decrepit, old, in fact, as it really is. Huge cracks being to appear in the stone; great cracking and smashing noises are heard (buildings falling). Rocks begin to fall from the roof of the huge cavern, walls begin to give way and come crashing in. Some massive rifts appear directly overhead, and it looks as if the whole roof should fall on their heads, burying them under the mountain. But miraculously this does not happen, and they feel that some great force is somehow holding it back. Dust rises all around them from the parts that have fallen in. However, provided they don't hang around or do anything silly, they will get out in time. Shortly after they get outside, the whole thing with a massive crash and a roar falls in, a whole section of the mountain falls away, so they'd better be pretty clear. This incidentally also means the end of the 'illusion-Anak'.

The party continues along up the mountain, always guided by the holder of the Key. The effect of the water they have drunk wears off after about 20 minutes, leaving them just as subject to illusion as ever. *NB*: water taken from the Pool in flasks etc has no special effect outside the Anak stronghold.

The climb is a pretty arduous one and will take them two or three days. At length, coming to the top of a ridge of mountains, they find themselves faced with a sheer precipice, a mile across and a 20,000ft drop. Arching across this vast gulf is a slender bridge (actually 30' wide) made of pure silver. (Any silver taken from the bridge instantly becomes a pile of worthless ashes.) On the other side it is as if the top of the mountains has been sliced off. A mile beyond the edge of the plateau can be seen the white towers of Tirandor soaring up into the deep blue mountain-sky.

The bridge is perfectly safe. On the other side, there is no snow and no wind, and although still quite cold it's a lot warmer than the rest of the mountains. The walls of Tirandor seem to stretch for miles. They are made of a seamless metallic substance, totally resistant to everything. If anyone tries to walk round the walls, he can walk for ever without seeing them end or returning to his starting point; if anyone tries to fly over them, he will find the walls stretching up and up and up, as far as he can fly. The gates, facing the travellers, are made of the same substance and are tightly – hermetically – sealed. 5 figures stand in front of the gates.□

Next Issue: Part 2 – Inside the Lost City.



The Goblin Cult of Kernu

Translated by Ian Bailey

An unofficial, non-Gloranthan cult for goblins in RuneQuest, this is an extract from the chapter 'The Mythology and Religion of Goblins Explain'd' of 'The Travels of Tralk True-Eye'.

As it stands, my revelations of the Cult of Kernu in the following passages are specifically associated with the Forest Goblins alone and have no bearing upon those other sundry goblins, the Spriggans, wisps and Lesser Goblins of this world. [*See* WD47 *and* WD48.]

MYTHOS AND HISTORY

Philosophers generally agree that Kernu was originally a deity of the plains, associated with the hunting and husbandry of cattle and antelope. However, since the goblins were driven from the plains by man, Kernu's Cult has had to adapt itself to the new surroundings of the goblins by acquiring new magicks and skills (they have recently rediscovered the ancient skill of cultivating mushrooms) and losing some of the traditional abilities associated with hunting/fertility cults.

The followers of Kernu hold the animistic belief that all life forms are imbued with a spirit whether they be animate or inanimate. When a creature or plant dies, its spirit, providing the carcass is properly treated, will go to the Sacred Grounds where it will wait until it can find a new body to occupy. Each tribe has its own sacred ground marked off with standing stones or totems which is visited by the living only once a year. If anyone enters these areas at any other time, they risk being attacked and possessed by a spirit of the dead.

Failure to treat the dead properly is thought to risk the creation of malevolent spirits and failure to cremate the dead risks providing these spirits with a physical form they can turn into a zombie.

The runes of Kernu are those for the Beast, the Spirit and the Goblin (similar to the Man rune and fulfilling the same functions).

NATURE OF THE CULT

Reason for Continued Existence

Kernu is the Lord of Life and the Great Provider.

Political and Social Influence

Kernu was once the supreme deity of the goblins and his 'Festival of Renewal' was used by all the tribes to select their annual leader. But since his failure to aid his people in their fight to retain their hunting land on the plains, he has declined in political authority and now has to compete with the Worm God Crom Cruach for suzerainity (*WD47*).

However, socially Kernu still wields great influence for he governs the provision of food and the relationship between the living and the dead. The cult has no special likes or dislikes.

Organisation

The Cult of Kernu has no formal organisation. All goblins are members and each tribe has a priest. The cult has no temples though standing stones are honoured and the sacred ground enjoys a special status. Anyone hunting on or near these religious areas, who fails to obey the commandments of Kernu, embodied within his songs, risks the wrath of the god.

There are two great holidays associated with this cult:

The Day of the Dead – This occurs on the first day of November and maybe equated to the celtic festival of Cét-Samhain. It is the time at which the dead can converse with the living, and all goblins sacrifice 3 points of power – two to Kernu to sustain him through the winter and one to their ancestral spirits. Failure to honour this ceremony invites an attack by a malevolent spirit (35% increasing by one percent for each point of power over twelve). This threat applies to everyone attending the ceremony.

The Festival of Renewal – This festival begins on the first day of February (roughly equating to the Celtic festive of Imbolc) and lasts three days and one night. On each day every initiate of Kernu sacrifices one point of power to honour Kernu and a hunt is organised in which the best tribal hunters compete to track and kill the best stag of the day. This creature is then ritually dismembered – the brains and tongue go to the priest; the skin and antlers to the hunter; the intestines, throat and stomach to the wolves; the rest of the carcass bar the heart is shared out amongst all of the tribe. The heart is then burned to release its energy to the tribe, whilst the priest partakes of the brains and tongue to acquire the voice of Kernu.

By the end of the third day the priest should be in a position to judge who will be hailed as the greatest hunter in the tribe and there then follows a night of celebration.

CULT MEMBERSHIP

Lay Membership

All goblins are lay members of this cult regardless of sex or age. At the earliest possible opportunity they are taught how to skin and butcher animals without waste, and how to differentiate between the male and female of each species at a distance. Male goblins may then progress to initiate status, whilst female goblins are taught how to cook and preserve meat, cure skins and raise mushrooms in preparation for their inclusion in the sub-cult of the Earth Wife. Lay members must honour all of the religious festivals and taboos.

Initiate Membership

Once the males have fully mastered the above skills they are taught the following: Camouflage; Hide in Cover; Climbing; Trap Set/Disarm; First Aid; Woodcraft (the ability to move through woodland silently and the specialised skills used for tracking in such terrain). They are also taught the use of the bow and spear and the following charms:

The Song of Tree Felling (designed to placate the trees spirit).

The Song of Hunting (a charm to encourage good hunting).

The Song of Life-Giving (sung after a

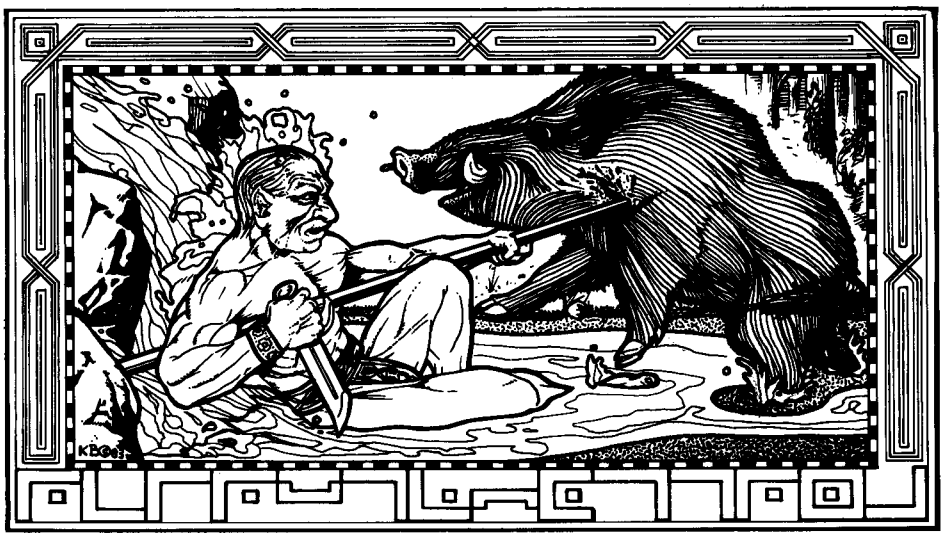
kill to ensure the animal's spirit is not angered).
Once all of the songs have been mastered and the initiate has achieved at least 50% in four of the cult skills (one must be a weapon skill), he will be taught the following spells: *binding; speedart; silence; vigour* (*spirit shield* is forbidden). Initiates must at all times obey the laws of Kernu enshrined within his songs or they become 'outcast' (none of the tribe may help them and the outcast maybe pursued by the god). They must also honour all of the religious festivals and taboos.

Rune Lord Membership
The Rune Lords of the cult are called Hunters. Hunters must have at least 80% ability in three of the initiate skills (inc one weapon skill). Hunters may sacrifice for the following one use rune spells at the beginning of each lunation (roughly once every 29½ days):

Vision: As per the rune spell featured in the *RuneQuest* Rulebook.

Sense spoor: One point; passive, 15 mins; 10m; Reusable.
This spell attunes the caster to the spoors of up to three local animals (used by goblins for food), enabling him to sense their tracks even when he can not directly see them. At an extra cost of three power points (sacrificed at the time of casting), and presuming the caster has access to a relevant spoor, the Hunter stands a 35% chance of being able to temporarily attune himself to any creature's tracks.

Healing trance: Two point but otherwise as per the *Xiola Umbar* spell [*Cults of Prax* p89].
Only Hunters may actively participate in the Festival of Renewal. Hunters must observe all of the things required of initiates, and must serve the tribe whenever called upon to do so by the cult priest.



RUNE PRIESTS
Rune Priests of Kernu are called Nootka. To become a Nootka a Hunter must have at least 90% ability with any two cult skills and he must pass three tests within one lunar month. These tests are as follows:

i) He must fight and slay a full grown boar by himself with only a spear and a knife to prove he is favoured by Kernu.

ii) He must build an altar out of the mud the boar used to wallow in on the edge of a sacred ground (this acts as a focus to attract malevolent spirits). He must then enter the sacred ground and meditate for three days to acquire the following cult spells:

Sense and identify spirit: As per *Detect Spirit* but also tells the caster if a spirit is friendly, neutral, or hostile. It is a one point spell.

Summon ancestor: Two point spell but otherwise as per the *Daka Fal* spell [*Cults of Prax* p17].
The Hunter may then wait two days before completing the final test.

iii) The Hunter must return to his altar and await the arrival of a malevolent spirit. Once he has made contact he must challenge and defeat it either in spirit combat or with physical force (dependant on whether the spirit manifests itself as a zombie or not).

If the Hunter passes all of these tests he becomes a Nootka and immediately gains access to the following rune spells:

Dismiss elemental I; divination; extension I; mind link; multispell I; and the following cult special:

Tree knowledge: Active; 15 mins; touch; non-reuseable; two point.
This spell allows the caster to establish *mind link* with a specific species of tree (usually oak, elm or yew). Once the link is established the Nootka must attempt to adjust his mind to the tree's 'thought process' and it is at this stage that the spell usually fails. The Nootka has a base 10% chance of success which can be increased by 10% per point of extra power cast (up to a maximum of four points) to aid the spell. If the priest succeeds in empathising with the tree he may discover all that it has witnessed in the past hour. Whether the spell is successful or not the priest will lose 25% of his constitution (rounded down) because of the effort involved in trying to empathise with such an alien life-form.

Nootka officiate at all of Kernu's ceremonies; they select the greatest hunter at the Festival of Renewal; they instruct the tribe and select the goblins who will become members of Kernu's sub-cult of wolf brothers. They must protect and guide the tribe at all times and they must attempt to ensure that Kernu's teachings are applied at all times.

CULT SPIRIT OF REPRISAL
Any humanoid creature that hunts or kills on cult sanctified land risks the wrath of Kernu. There is a 20% chance of Kernu's wrath descending if the offender follows all of Kernu's commandments rising to 60% if he does not. There is also a 10% chance that Kernu's wrath will descend on any one hunting within his peoples' woods who fails to honour the correct hunting procedures.

If Kernu does react to an offence he will appear in the form of a great goblin with a stag's head accompanied by 2d6 Hounds on the first evening after the offence. He will then hunt the offender(s) for three evenings or until they are killed – whichever comes first. Neither Kernu nor the Hounds can be killed but their physical manifestations can be destroyed, temporarily banishing them from the material world until the next evening. Kernu will never become directly involved in any fighting he will only be seen to be shadowing the offenders. Neither Kernu nor his Hounds can be affected by Battle Magic.

Hounds of Kernu
STR: 2d6+6
CON: 4d6
SIZ: 4d6
POW: 3d6
DEX: 2d6+6
Move: 12
Defence: 25% (they have a permanent 4-point *shimmer* spell on them).
Armour: 1-point skin
Bite: SR8 (1d8 plus any modifier) 40%
Leap: SR8 (special, see below) 60%

The Hounds of Kernu will attempt to leap at and knock down their prey. If a Hound leaps successfully its strength should be matched against its victim's strength on the resistance table to see if it has succeeded in knocking its victim to the ground – a successful parry will avoid this requirement.

If a victim is knocked to the ground he must make a saving roll to retain any weapon he might be carrying (DEX x 3) and he will take 1d2 damage direct to his Constitution. Once on the ground the victim must make a STR + DEX x 2 roll to regain his feet on SR8 without fighting or he must stay on the ground and attempt to fight off the Hound. If a victim is on the ground the Hound will worrry him (increase the chance of a bite to 70%). If the Hounds fail to knock their victim(s) down on their initial charge they will not repeat this manoeuvre unless the victim(s) attempt to flee.

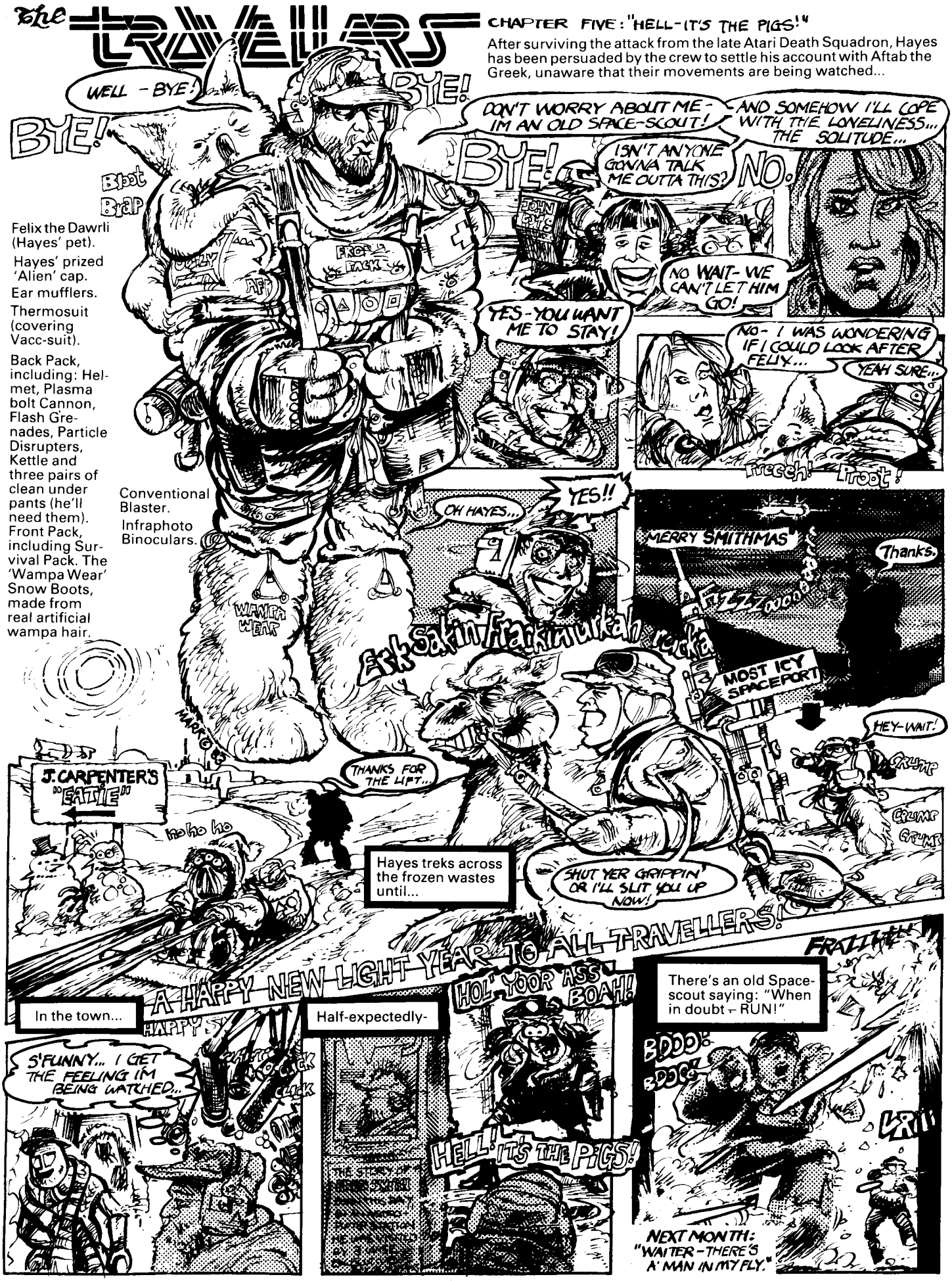
If incapacitated or 'killed' the Hounds will simply dematerialise. They will also disappear one hour before dawn. Kernu rolls for his Hounds on each separate evening.

SUB-CULTS
The Cult of Kernu has two known sub-cults, the Cult of Earth Wife and the Cult of Wolf Brothers. Wolf Brothers are taught everything the initiates of Kernu are taught plus a limited form of Mind Link with their mounts, riding, and wolf care. They may not become Hunters or Nootka though they may sacrifice for the Rune Spell *Sense Spoor* as per the Hunters once they have achieved 70% in at least four skills.□

The TRAVELLERS

CHAPTER FIVE: "HELL-IT'S THE PIGS!"

After surviving the attack from the late Atari Death Squadron, Hayes has been persuaded by the crew to settle his account with Aftab the Greek, unaware that their movements are being watched...



Felix the Dawrli (Hayes' pet).

Hayes' prized 'Alien' cap.

Ear mufflers.

Thermosuit (covering Vacc-suit).

Back Pack, including: Helmet, Plasma bolt Cannon, Flash Grenades, Particle Disrupters, Kettle and three pairs of clean under pants (he'll need them). Front Pack, including Survival Pack. The 'Wampa Wear' Snow Boots, made from real artificial wampa hair.

Conventional Blaster.

Infraphoto Binoculars.

Hayes treks across the frozen wastes until...

In the town...

Half-expectedly-

There's an old Space-scout saying: "When in doubt - RUN!"

Gaming gossip in the highly irregular column from ...

Super Mole

Those of you of Animal Intelligence or better will no doubt have reasoned from my presence in this issue that the readers did not strike back at me! So here I am again.

So what did you do on 5th November? Me, I was up with the stirges on my way to *Games Day '83* to put a bomb under the powers that be. Well...would you believe it, I didn't get a free ticket! Joining the queue, I was rather unfortunate to be in the first 300 and so qualified for a free copy of J Eric Holmes's book *Fantasy Role-Playing Games* which is about 300 light years out of date.

Once inside, I decided to see how the traders would take my money. *Monster Manual II* savaged my piggy bank and *Talisman* finished it off. So I sold the Eric Holmes book for 50p, sacrificed lunch and bought a clutch of books from *Forbidden Planet*. Now broke, I tried to get myself into a game. I managed to join in on a *Chariot Race* run by an entertaining bunch of Sheffield loonies and *Battlecars* which turned out to be nothing like *Car Wars* after all.

Went to the *Sunday Roast* the next day, and I reckon Livingstone, Jackson and Turnbull got off lightly. Don squirmed a little when questioned about *TSR* employees not being allowed to do freelance work for other companies outside of working hours, but why nobody asked Ian and Steve about their huge royalty cheques from *Fighting Fantasy Gamebook* sales is beyond me. Not wanting to blow my cover, I kept my lips as tightly sealed as Steve's wallet.

Steve and Ian will soon have competition in the gamebook field. Apparently Gary Chalk and Joe Dever have been lured away from *Games Workshop* by a lucre-laden offer from the *Hutchinson Publishing Group* to do a similar series of books. Everybody has their price, its just that mine is so embarrassingly low.

Talking of which, I hear that Rose Estes has left *TSR*. Apparently she failed to secure a royalty agreement for her successful *Endless Quest* books. *TSR* put Tony Benn in the shade with their attitude to royalty. I thought it would be the American way, reward for ability and all that jazz.

Meanwhile *Games Workshop* are embarking on their own game of Monopoly? They currently seem to be buying up the competition. Ever been to Chester? I have. So have Ian Livingstone, Steve Jackson and Bryan Ansell of *Citadel Miniatures*. While I was doing the tourist bit, I spotted them with Celia and Nick Lund of *Chronicle Miniatures* entering a ritzy restaurant. Celia told me next day that *Citadel* are going to manufacture Nick's figures in 1984 on a royalty basis and that she was going to work at *Games Workshop*. And then just to prove that Big Brother isn't really with us yet, rumours have reached me that the people of a certain computer game software company are in negotiations with Guess Who to produce a range of computer games for them. Is everyone selling their souls? Even the ultra-critical Ian Marsh of *Dragonlords* is working there now. Who's next?

Co-productions are currently out of fashion. The dull thud heard reverberating around the cosmos recently was *FASA* dropping their *Traveller* line. Since *FASA* were given the opportunity to start life making *Traveller* material by *GDW*, this is a bit of a snub for Marc Miller and friends. The reason is the success of *FASA*'s own *Star Trek* role-playing game which now puts them in direct competition with *GDW*.

The heavier thud heard about the same time was a ton of lead hitting the dust as *Citadel US* ended life. Apparently the Tin Bin over here are going to export new figures in boxed sets to the States, while *Ral Partha* will manufacture certain *Citadel* ranges.

I wonder when *TSR* are going to bring out their *Spiderman* role-playing game that I've heard about? Will it be before *Games Workshop's Golden Heroes*? Whenever it comes out, I'll lay a penny to a pound that it will be before *Workshop's Judge Dredd* RPG. Apparently Ian Livingstone is now bringing in one of the *Warhammer* designers, Rick Priestly, to speed things up.

Sounds crazy, but *Titan Distribution* who launched the *Judge Dredd* comic in the US beat *Citadel* to the post in getting the *Dredd* figures licence from *IPC*, the copyright holders. But *Citadel* will be making the figures for *Titan*!

The battle for the newstands is hotting up between *White Dwarf* and *Imagine*. Both magazines are rumoured to be appearing in *W H Smith, Menzies* and general newsagents in April. Is the world ready for them, I wonder?

Mayfair Games have decided to risk the wrath of *TSR* by publishing a series of modules 'suitable for use with *Advanced Dungeons & Dragons*'. There are strong rumours of a court case as *TSR* contend that a royalty agreement must be granted before any company may produce such material. The counter-argument is that the manufacturer is merely informing a potential buyer that, in this instance, the module is intended for *AD&D* and not *RuneQuest* or *Chivalry & Sorcery*. This argument draws on the computer/software market for its defence where games software companies state that their games are suitable for the *Spectrum, Apple,* etc, This, it is claimed, is important information for the consumer and no royalties are paid. We'll have to wait and see what happens to *Mayfair*.

Sam Goldwyn's dictum that a verbal contract ain't worth the paper it's written on is being taken to new dimensions by *TSR*. At the moment, they are allegedly involved in yet more litigation to establish that a written contract isn't worth the paper its printed on either. Will Niebling, former vice-president of *TSR* claims to have a stock option for 500 shares drafted and typed by Gary Gygax and signed by Brian Blume. After Will was discharged by *TSR*, he tried to take up the option: *TSR* claim that the option was invalid since it was presented to Brian Blume for his signature at his wedding reception, the argument being that Will Niebling knowingly presented the option for signature in circumstances where Niebling intended that Brian Blume would be incapable of comprehending the contract. Will is seeking $10,000,000 in damages if the option cannot be exercised. I wonder if Mrs Blume could seek an annulment of the marriage contract on the same grounds?

Incidentally, my musings on what *TSR* might flog on the back of the *Basic D&D* ***Set 1*** proved quite accurate. The *Expert Set* will be *Set 2* in the series; to be followed by the *Companion Set*; to be followed by the *Masters Set*; to be followed by a...dead horse?

Finally, I couldn't resist showing you a homely snapshot that dropped into my lap from a fellow newshound. It shows, from left to right, Steve Jackson, Andrew Lloyd Webber and Ian Livingstone immersed in a game of *Calamity!* apparently while waiting for their aerobics workout. What some people will do for publicity!□

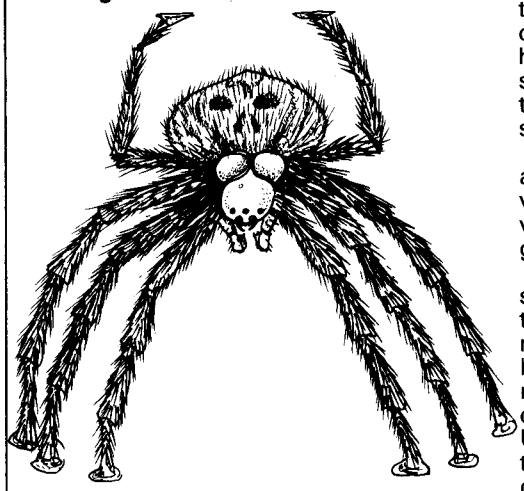
Super Mole

Fiend Factory *is a regular* AD&D/D&D *department for readers' monsters edited by Albie Fiore. This issue, some creepy-crawlies from the ...*

Insect World

SKULLCATCHER
by Roger E Moore

No Appearing: 2-8
Armour Class: 6
Movement: 12"
Hit Dice: 1d8
Treasure: See below
Attack: Bite for 1d4+1 plus special
Alignment: Neutral
Intelligence: Semi-



Skullcatchers are a type of hunting spider, foregoing webs to attack their prey directly. They are dark grey with black spots on the 9" wide body. Their 18" legs end in small adhesive pads which allow them to climb any but the slipperiest surface without fail and to walk on ceilings. They are completely silent and have 60' infravision. In dungeons and caves with dark surroundings they surprise their prey (even if they are moving quickly) on a 1-5 on 1d6.

When attacking, they move across the ceiling so as to be directly over their prey. Dropping from the ceiling, they flip over quickly in mid-air and catch hold of the victim's head with their padded feet, rolling to hit as a 6-die monster to succeed. This initial assault causes no damage. The armour class of human, demi-human and humanoid heads is as follows:

Wearing Great Helm:	AC1
Wearing Small Helmet:	AC5
Wearing Leather Cap:	AC8
Wearing Cloth/Felt Hat:	AC9
Bare-headed:	AC10

No dexterity or shield (unless held over the head) bonuses count. If the helmet is part of a magical suit of armour, the suit's bonus is added to the base value above (eg, the helmet of a *+2* suit would be AC−1). Bonuses for protective *Bracers, Rings, Cloaks*, etc, may be applied as normal. A shield held over the head affords complete protection, in which case the skullcatcher lands on the ground and will attack the shield bearer next round.

Once the creature has dropped onto a victim's head, there is a 25% chance that the spider's legs will obscure the victim's field of vision, effectively blinding them. Next round, the spider will attempt to bite with its steel-hard teeth and acid saliva which also reduces the AC by 1 for each successful attack. Magical helmets must save versus acid for each successful bite or become non-magical. Only if magical helms fail this save will their AC drop at all. Non-protective caps and helmets (eg, *Helm of Comprehending Languages*) are treated as leather caps, and must also save versus acid or be de-magicked and reduced in AC.

Blows hitting a skullcatcher attached to a victim's head have a 50% chance of doing half damage to both spider and victim. Only certain spells that affect one target only (eg, *magic missile*) will dispose of the spider without harming the victim.

A victim, blinded or not, may try to seize the skullcatcher and pull it off (as opening doors) or try to beat/tear at it, a successful hit doing 1 point of damage plus any strength bonus. If using a hand-weapon, they strike at −2, and, if successful, may still take half-damage, as above.

Obviously, spell casting and thief/assassin skills are impossible for individuals so attacked. Once pulled from its victim, the skullcatcher drops to the ground to attack in the normal manner.

Previous victims are likely to litter the skullcatcher's hunting ground. Among the skeletons will be the treasure normally carried by such beings (K for goblins, M for gnomes, etc) plus a chance of magical items appropriate to 1st-4th level characters (use *DMG* table, p175-6). Usually, 1d6 such bodies will be found; they are 40% likely to be human, 25% demi-human, and 35% humanoid. Human and demi-human bodies are 50% likely to have been 0 level with J and K type treasure. Observant characters examining the bodies, have an excellent chance of noticing any ruined headgear, as well as the fact the the victim's brains are missing (the skullcatchers favourite food), thus gaining some advance warning.

GIANT PRAYING MANTIS
by Peter Stewart

	Normal	*Venomous*
No Appearing:	1	1
Armour Class:	5	3
(und'belly:)	(8)	(6)
Movement:	9"/18"	12"/24"
Hit Dice:	5d8+5	8d8+8
Treasure:	Q	Q
Attack:	Two pincers (1d12 each) bite for 1d6	Two pincers (2d8 each); bite for 1d8; plus poison
Alignment:	Neutral	Neutral
Intelligence:	Animal	Animal

Giant Praying Mantis
These rare, 12' long giant insects are very good at seeing movement, but not so good at making out details. Consequently, they tend to attack anything that moves regardless of its size. The giant praying mantis attacks with its pincers. If one hits, then the victim takes 1d12 damage and is grasped. The second pincer will then automatically hit and grasp on its next attack. Once grasped, the victim takes 1d12 damage (both pincers combined) per round and will be lifted to the insect's mouth which will strike at +4 to hit and do 1d6 damage.

Its underbelly is particularly vulnerable (AC8) as are the wings (when exposed) which can immediately be burned off if within the radius of a *fireball* or even exposed to flame. The creature is uninjured by this but is rendered flightless.

These insects are camouflaged to merge with their natural surroundings, and can only be detected on a roll of 1 on a 1d6. If undetected, the creature will have first strike with its dexterous pincers.

They are aerial manoeuvrability class D.

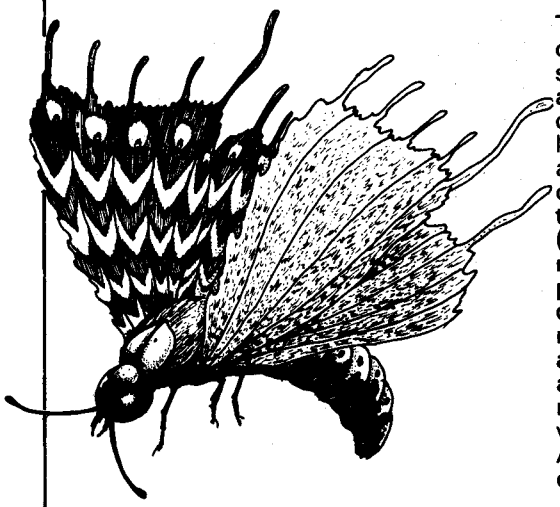
Venomous Giant Praying Mantis
This very rare creature is even larger than its cousin, being some 18' long. It can attack several opponents at once: one to the rear, but up to three to the front using its two pincers and its bite. The rear attacks are made with its back claws which have poison glands. These do only 1 point of damage but the victim must save versus poison (saving twice if hit by both claws). Its front pincers are extremely strong and sharp doing 2d8 damage each and acting as a *Sword of Sharpness*, cutting through flesh and armour easily.

The venomous giant praying mantis does not bring its prey to its mouth but prefers to hack its opponents down with its pincers, and then eat at its leisure.

It is as its cousin in all other respects except that its underbelly is AC6.

DRAINWING
by Phil Masters

No Appearing: 5-50
Armour Class: 7
Movement: 2"/10"
Hit Dice: 1 hit point
Treasure: Nil
Attack: Special
Alignment: Neutral
Intelligence: Non-

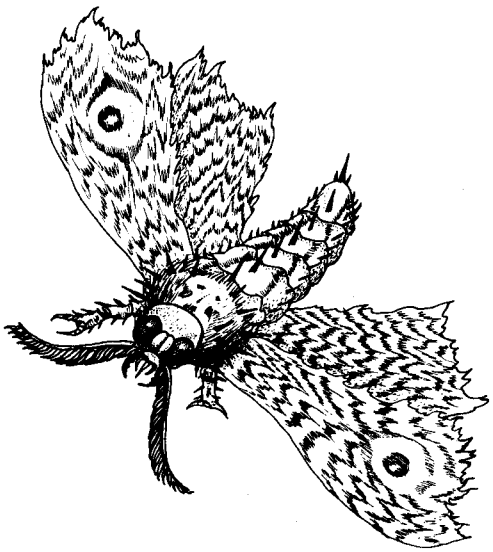


These dreaded insects look like large multicoloured butterflies, but feed off magical energy or life-forces, hence their magic resistance of 50%. In fact, *magic missiles* simply nourish them, while *charm*, and similar spells, cannot affect such small and mindless creatures.

When a drainwing hits a creature, it simply attaches itself to the victim's body and begins draining energy. The victim loses 10 experience points per round and 1 point each of constitution and wisdom every 3 rounds. Thus 3 drainwings attached to a victim would drain 1 point of constitution, 1 point of wisdom, and 30 experience points each round. This continues until the victim dies (zero constitution) or becomes soulless and uninspired (zero wisdom). Such losses are permanent. Blows aimed at attached drainwings are also considered to be aimed at their victims.

GIANT MOTH
by Stuart Mole & Eric Wells

No Appearing:	1-6
Armour Class:	6
Movement:	2"/12"
Hit Dice:	2d8
Treasure:	Special
Attack:	Sonic attack for 1d6; or 1-2 (see below)
Alignment:	Neutral
Intelligence:	Animal



The colouring, habits and general features of the giant moth are similar to those of smaller species. They have a 4' wingspan and a body length of about 18". Their compound eyes are very sensitive to what little natural light there may be, but, as far as is known, they do not have infra-red or ultraviolet vision. When on the ground, they crawl by using their wing tips (slighly flapping) with little, helpful leg movements since these have evolved primarily for gripping. They mature as do normal moths: the eggs being laid in refuse and the like. The larvae that hatch are similar to rot grubs (*Monster Manual*) and go into a chrysalis stage after about 6 months. During this stage, they are very vulnerable to attack from their predators. After 6 months, the adult giant moth will emerge to live a further 1-2 years.

They are preyed upon by killer bees, giant wasps, giant bats, etc (*MM*). During such attacks, the giant moth tends to be defensive, trying to drive off its attackers or leave its lair, where it is found 90% of the time, and outfly them with its aerial manoeuvrability class of C.

The giant moth attacks light sources, rather than people or things, by ultrasonic vibrations from its antennae. (It will usually ignore any non-light source unless attacked.) The attack creates stress inside the cell structure causing it to rupture and the cells to break away from each other. It may also cause glass to shatter.

The ultrasonic attack is in the form of an accurately aimed cone doing damage to the individual with the nearest light source, before moving on to the next, etc. Although the attack itself cannot be heard, the moth emits a faint humming noise when attacking. Since the ultrasonic attack causes damage and death to humanoids by internal bleeding, it hits as against Armour Class 10. However, the moth attacks at −4 to hit due to its enraged and unpredictable flying pattern.

If its ultrasonic attack is unsuccessful in destroying the light source within 4+1d4 melee rounds, the moth will fly from its lair, screeching audibly for 1-2 points of damage to all within 30 foot and impairing their hearing for 1d4 hours during which it will be virtually impossible for victims to listen at doors effectively, etc, due to a constant buzzing in their ears which gradually fades as the time expires. (Those with more sensitive hearing will be affected for 1d4+1 hours.) There is a 10% chance of permanent damage to a victim's hearing (DM's discretion).

The moth's antennae that produce the ultrasonic attack are of a diamond-like organic substance. Consequently, they are worth from 10-80gp (1d8) each depending on length, blemishes, etc, and highly prized as jewellery because of their flexibility, making interesting and delicate looking necklaces and bracelets.

Giant moths eat all types of mold or anything made up of loosely bound individual cells or creatures (eg yellow mould, black puddings, gray ooze, ochre jelly, etc). which can be broken down by ultrasonic attack. Having ruptured the cell structure of these creatures, they suck the remains into their digestive system through an extendible proboscis.

Giant moths generally live in very dark and dank caves, fairly close to a good food supply. They usually lair in one area of the cave.

GOLDEN BEETLE
by Steven Quayle

No Appearing:	1-2
Armour Class:	0
Movement:	9"
Hit Dice:	5d8+2
Treasure:	E
Attack:	Two claws for 1d6+2 each plus special
Alignment:	Neutral
Intelligence:	Semi

Golden beetles are vicious, carnivorous predators found in subterranean tunnels where they react violently to any intrusion. They rarely venture above ground.

These golden-hued, crab-like creatures have the bulk of a rhinocerous. In addition to a pair of claws, they have a pair of multiply hooked, hollow, tubular, pincer-like extensions some 3' long. The head is situated, crab-like, under the tough shell. A startling 'mane' of golden hair extends from the head, over the domed back and almost to the floor. This mane covers several scent glands activated when the the mane is lifted, much as hackles are raised. (This is not possible in close combat.) The glands secrete a slightly scented narcotic odour. Any being within 5" has a 20% chance per round of inhaling this. It acts as *sleep* regarding saves and effects (lasts 2 turns only), affecting even elves and half-elves.

If any save successfully, or the beetle is caught unawares with no time to use its scent weapon, it attacks with its claws, not its comparatively fragile 'pincers' (AC6 and taking 1d6 points of damage before breaking if specifically struck).

Once its victims are asleep or killed, it punctures holes in the victim's flesh to draw out the body fluids, taking 1 round per 10lbs of the victim's body weight to do so. However, when the pincers first enter the victim's body, they make a second save against *sleep* at −4. If successful, they awake and can easily prise apart the pincers to escape but fight at −3 to hit due to the effects of the drug.

In the lair, there is a 35% chance of 1 female (3d8), and 1d6 eggs (worth 150gp on the drugs market) nestled in carcasses or 80% chance of 1d6 young (1d8, two claws for 1d4 each, and not mature enough for scent production).

This creature is derived from *The Priest Kings of Gor* by John Norman.□

Treasure Chest *is a regular department for readers' D&D/AD&D ideas. This issue, an illusionists special.*

Detect Illusion

For Illusionists Only

A QUICK NOTE ON ILLUSIONS
by Andrew Smith

Illusions affect the mind of the victim, causing him to believe that the illusion is real and, if applicable, that he has suffered damage. However, the illusion must have a physical manifestation and it must be something that the victim can comprehend. Illusions involving poison are not really possible: an illusion of a giant spider cannot kill by a poison bite. Similarly, illusions of *healing* are not possible (except for the fifth level spell *dispel exhaustion*). An illusion of a monster that the victim has never seen before will be potent so long as it only inflicts physical damage but it cannot inflict some special damage unless the victim is aware of the capability. Thus if the victim knows that a medusa gaze can turn him into stone then he will be affected by an illusionary gaze. Such awareness is at the discretion of the referee. Note that it is not possible to negotiate illusionary ropes or bridges, even if it is believed that the objects exist.

Belief in the illusion also depends on its quality. The three illusion spells, *phantasmal force, improved phantasmal force* and *spectral force*, each allow a greater representation of reality. Thus a *spectral force* spell is required to create a credible *fireball* illusion or an illusion of a fire-breathing dragon.

Belief also depends on the breadth of the illusionist's experiences. If he has just returned from the City of Brass, then he will be able to reproduce a very effective Efreeti. Any spell which has a physical manifestation could be created: a *bigby's crushing hand* for example, provided the illusionist has seen the spell performed. He would be able to reproduce the stare of a medusa if he himself had experienced the petrifying gaze!

The situation of the illusion is also important. If the illusionist is inside a volcano, then an illusion of a salamander would be more believable than that of a white dragon. If the illusion is created under the nose of the victim then it is less likely to be believed than if it is created outside the room and 'marched' into the room. Whenever an illusion is being created it is vitally important to remember that authenticity is the crucial factor for the referee to bear in mind.

Below are some items and spells for illusionists only.

VOCAL PARALYSIS (Illusion/Phantasm)
by Roger E Moore

Usable by: Illusionist
Level: 2
Range: 6"
Duration: 1 round/level
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 2 segments
Saving Throw: Negates

Vocal paralysis renders the victim unable to speak, and thus unable to call for help, cast spells with verbal components, and so forth. The affected being, can use spells not requiring verbal components, and engage in physical combat, escape, etc. Victims save against this spell at -2. The material component is a thin strip of cloth; the ends must be tied in a knot as the spell is cast.

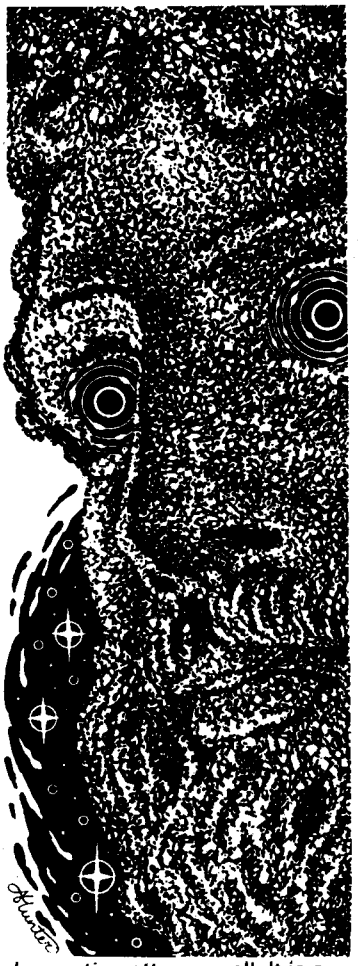
MEDALLION OF HYPNOSIS
by Steven Sloane

This silver medallion, when in the hands of an illusionist spell *Hypnotism* in the same manner as the *Wand of Patterns* (see above). For each 'plus' the Illusionist can affect an extra creature, all of which now must save at -1 per 'plus', and increase the spells duration by a round.

There is also a version called the *Cursed Medallion of Hypnosis* which, as far as the illusionist is himself, if a save vs spells is failed, susceptible to *suggestion*.

WAND OF PATTERNS
By Steven Sloan

A common item fabricated with the help of a friendly magician, by high level Illusionists to increase the power of the



hypnotic pattern, spell. It is a slender wand manufactured from finest quartz, with a vein of magical phosphorescence so it can be used as a material component without being destroyed on casting. The power of the *Wand* is denoted as a +1, +2 (or higher) *Wand of Patterns*, each 'plus' increases the number of creatures that can be captivated by an extra 2 hit dice, also the monster's saving throw is made at a penalty of -1 per 'plus'. For example, a 6th level Illusionist casting a *Hypnotic Pattern* with a *+2 Wand* can captivate a total of 28 hit dice of monster if they all fail their saves at -2 vs spells. There are also cursed versions that act in the opposite manner.

PRISMATIC GUN
by Roger E Moore

Ages ago a powerful illusionist first developed the device known as the *Prismatic Gun*; it vaguely resembles a gunpowder hand firearm (with handgrip, firing trigger, and hollow barrel), but is made of a glass-like material, shaded in a rainbow of translucent colour. The gun barrel is simply aimed in the general direction of the target and the trigger is pulled. Immediately a small (1/2" diameter) ball of one of seven colours flies out of the barrel toward the target; the firer rolls to hit as if using a missile weapon at short range. Magic-users of 18+ level and illusionists of 14+ level are able to manipulate the weapon so as to never miss their target. If struck by the coloured ball, the target is affected as if it had touched the part of a *prismatic sphere* of the same colour; the colour of the ball is randomly determined on the following table:

1 red	5 blue
2 orange	6 indigo
3 yellow	7 violet
4 green	8 misfire – no ball appears

The trigger may be pulled only once per round. The weapon has a maximum capacity of 20 charges (roll d20 when a gun is first found to determine charges remaining); one ball or misfire deducts one charge; The weapon may be recharged on a one-charge-per-spell basis (only *prismatic sphere, prismatic wall, prismatic spray*, and *wish* may be used). A prismatic gun has a 70' range. If all the charges are ever expended the gun disintegrates into powdered glass on the spot. Only an illusionist of 15th level or higher may make a prismatic gun, using the spells *alter reality* and *prismatic spray*, plus a very costly amount of materials.

COLOUR CHANGE (Alteration)
by J N Manktelow

Usable by: Illusionist
Level: 2
Range: Touch
Duration: See below
Area of Effect: 10m³/3 levels
Components: V, S, M.
Casting Time: 1 round
Saving Throw: See below

The Illusionist can change the colour of a single object of any type as long as it's surface is within the area of effect (if it is not, only part of the object will be changed). The caster must move his hands over the area to be coloured.

Magic weapons get a normal save, and creatures save at +2 if they do not wish to be *coloured*. No saving throw is otherwise given. The material component is a stick of rhubarb which must be broken in half, and the resultant juice spread over the caster's hands.

Once the colour has been changed there is no way of turning it back short of another *colour change, wish*, or *alter reality*.

Possible uses of this spell include turning a white dragon red, making copper coins seem platinum, and making a *fireball* seem like a *Sphere of Annihilation*.

THE Hun

30,000 gp FANTASTIC HOBBIT-BASHING COMPETITION!

SEE PAGE 94

Skullgore is Over the Moon

Skullgore the barbarian is the latest 1,000,000 gp winner in The Hun's big-prize hobbit-bashing competition. Skullgore was surprised at the news.

'I had no idea when I sliced that slimy hairfoot at the Ogreball match that it put me in line for the big prize. I'm over the moon!', said a flabberghasted Skullgore yesterday. Skullgore is the local barbarian in *TSR*'s new *AD&D* miniatures set *Fighters, Rangers & Paladins*. Skullgore is pictured about to be congratulated by the runners-up in the competition, a Fighter with Axe and a Fighter in Platemail also from the same set.

Other *AD&D* miniatures sets now available from *TSR* are: *Monks, Bards & Thieves; Magic-Users & Illusionists;* and *Clerics & Druids*.

GREG HAS WORLD IN A SPIN

Greg Stafford and his *Chaosium* cohorts have announced that *Ringworld*, the role-playing game based on Larry Niven's famous SF works, should be among their next releases. Also scheduled for release in the near future is *The Carlyle Expedition*, a boxed *Call of Cthulhu* scenario.

Chaosium have also just released the *Stormbringer Companion* along with a revamped edition of *Stormbringer* itself in a new slim-line box.

DINNER WITH DRAC

Count Strahd von Zarovich of Barovia has invited a party of adventurers to dinner. What exactly is on the menu will be discovered in *Ravenloft*, a new *AD&D* adventure module from *TSR*.

Other new *AD&D* modules now available from *TSR* are: *L2: The Assassin's Knot* and *U3: The Final Enemy*. Other new *TSR* releases include *B5: Horror on the Hill* for *Basic D&D*; *O1: The Gem and the Staff*, an *Expert D&D* adventure for one thief; and *GW3: The Cleansing War of Garik Blackhand*, a *Gamma World* adventure.

ICE AGE NEARS

Experts predict that a new ice age is near. *ICE*, otherwise known as *Iron Crown Enterprises*, is spreading further across *Middle Earth* with their latest release *Isengard/Orthanc* which follows hard on the heels of their previous release *Southern Mirkwood*. The *ICE* field will extend across further areas later this year when *Dol Amroth/Belfalas, Cardolan/Southern Arnor, Moria I*, and *Arthedian* are due to be covered.

Hang One on your Hunlette says Jeff

All you Huns and Vandals, here's the latest trinket to drive your little barbarian back home berserk. You could even wear them yourself. These two saucy pendants are cast in pewter and come with a silver-plated chain. They are produced by *Jeff Willis Designs*.

Two further designs featuring scary monsters are due out soon.

Jeff also produces military masters, fantasy paintings, costumes, sculptures and one-offs for the impatient collector.

Jeff operates from 101 Dursley Rd, Eastbourne, E. Sussex.

BUILDER DISCOVERS ROYAL TOMBS

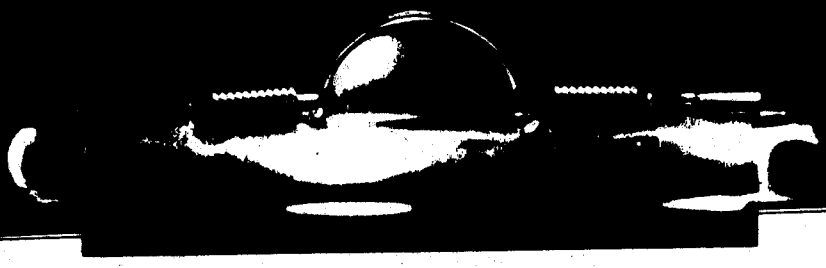
Some ancient Royal Tombs will be opened to the hun-in-the-street in March when *Games Workshop* release the first in their *Dungeon Builder* series, *Caverns of the Dead*. Each set provides a detailed adventure setting for any fantasy role-playing system complete with a large, colourful play-sheet of the complex for use with 25mm figures and based on the successful *Dungeon Floor Plan* system. Each set will link with previous sets to build up a complete fantasy region. Other sets will be released later in the year.

Other new releases scheduled for the new year from *Games Workshop* include the first *Battlecars Expansion Kit*. This will add *Battlebikes*, armoured motorcycles to wage street-warfare on each other or to team up against a *Battlecar*.

Next Issue

White Dwarf's 50th anniversary! We'll be celebrating with an article telling you who the White Dwarf really is, what Thrud does in his spare time and all the other regular *WD* characters – ie stats for them in *AD&D* and *RuneQuest* to accompany a boxed set of *Citadel* miniatures. There'll also be *Inside the Lost City*, Part 2 of the *Tirandor* campaign, *The Watchers of Walberswick*, a *Call of Cthulhu* scenario, a special *Fiend Factory* about Julian May's *Many Coloured Land* books plus all your regular features and much more.

WIN A WEEKEND WITH SIMON LE BONEHEAD — See Page 87



THE RETURN OF THE EDITOR

In issue 45 we conducted a reader survey under the heading of The Reader Strikes Back. *We asked you to give it to us straight, and you did, nearly 700 of you. The results are interesting and useful to us. No doubt some of you will be amazed at the results, but this is how they finished.*

1. *Rate the following Departments between 1 and 10:*

(a) Open Box	7.6	(i) Small Ads	6.0
(b) RuneRites	5.8	(j) Letters	6.6
(c) Fiend Factory	6.6	(k) Starbase	6.0
(d) Microview	4.7	(l) Super Mole	6.3
(e) Treasure Chest	6.9	(m) Gobbledigook	7.1
(f) Critical Mass	5.8	(n) Thrud the Barbarian	6.6
(g) News	7.2	(o) The Travellers	5.3
(h) Counterpoint	4.7		

2. *State what topics you would like to see added to Departments:*
The most common requests were for increased coverage of miniatures, minor games, AD&D, character classes. film reviews, questions and answers.

3. *Which is the best Feature you have read in* White Dwarf?
And the top six were:
1. The Dungeon Architect by Roger Musson (*WD25-27*)
2. Irilian by Dan Collerton (*WD42-47*)
3. The Town Planner by Paul Vernon (*WD31-33*)
4. Dealing with Demons by Dave Morris (*WD44-46*)
5. The Necromancer by Lew Pulsipher (*WD35*)
6. Monsters Have Feelings Too by Oliver Macdonald (*WD38*)

4. *Which issue featured the best cover art?*
1. 44 by Alan Craddock
2. 43 by Jim Burns
3. 42 by John Blanche
4. 35 by Les Edwards
5. 41 by John Harris
6. 38 by Nicholas Bibby

5. *Which has been the most enjoyable scenario to date?*
And the top six were:
1. Irilian by Dan Collerton (*WD42-47*)
2. The Eagle Hunt by Marcus Rowland (*WD40*)
3. Halls of Tizun Thane by Albie Fiore (*WD18*)
4. Trouble at Embertrees by Paul Vernon (*WD34*)
5. Lair of Maldred the Mighty by Mark Byng (*WD24*)
6. The Lichway by Albie Fiore (*WD9*)

6. *Do you like the new* White Dwarf *lettering?*
Yes – 64% No – 36%

7. *Would you prefer multi-system scenarios to single system scenarios?*
Yes – 54% No – 46%

8. *List any other games magazines that you:*

Buy	*Read*
1. Imagine	1. Dragon
2. Dragon	2. Imagine
3. Travellers Journal	3. Different Worlds
4. Military Modelling	4. Space Gamer
5. Different Worlds	5. Military Modelling
6. Space Gamer	6. Travellers Journal

9. *List any fanzines that you:*

Buy	*Read*
1. Dragonlords	1. Beholder
2. Quasits & Quasars	2. Dragonlords
3. Journal of Senseless Carnage	3. Quasits & Quasars
4. Beholder	4. Stormlord
5. Trollcrusher	5. Trollcrusher
6. Stormlord	6. Journal of Senseless Carnage

10. *List your favourite role-playing games in order of preference:*
And the top six were:
1. AD&D
2. RuneQuest
3. Traveller
4. D&D
5. Tunnels & Trolls
6. Call of Cthulhu

11. *List your favourite SF/F authors:*
And the top six were:
1. J R R Tolkien
2. Michael Moorcock
3. Stephen Donaldson
4. Isaac Asimov
5. Robert E Howard
6. Harry Harrison

12. *List the best SF/F films you have seen:*
And the top six out of the 189 films listed were:
1. Star Wars
2. Return of the Jedi
3. Empire Strikes Back
4. Conan the Barbarian
5. Alien
6. Lord of the Rings

13. *Do you own a TV games console?*
Yes – 16% No – 84%

14. *Do you own a home computer?*
Yes – 49% No – 51%

15. *Do you play games on your home computer?*
Yes – 95% No – 5%

16. *Do you use miniatures when playing RPGs?*
Yes – 84% No – 16%

17. *Do you find the style of* White Dwarf:
Lively (60%)

18. *Do you object to the number of advertisements in each issue?*
Yes – 17% No – 83%

19. *List any games on which you would like to read:*

An article	*A scenario*
1. AD&D	1. RuneQuest
2. Warhammer	2. AD&D
3. Tunnels & Trolls	3. Tunnels & Trolls
4. Car Wars	4. Bushido
5. RuneQuest	5. Traveller
6. Bushido	6. Call of Cthulhu

20. *What is the most enjoyable aspect/topic/Feature/Department of* White Dwarf?
1. Scenarios (Irilian especially)
2. Cartoon Strips (except for Travellers)
3. Fiend Factory
4. Open Box
5. RuneRites
6. News

21. *Is there anything you really loathe about* White Dwarf?
Ignoring the anonymous being who suggested Ian Livingstone, the loathed aspects were:
1. Bitchy Letters page debates
2. Too much AD&D/D&D
3. Critical Mass
4. Too much RuneQuest
5. The Travellers
6. Lew Pulsipher

22. *Would you like to read the occasional piece of fiction in* White Dwarf?
Yes – 71% No – 29%

23. *Would you like to see the same, more or less articles and scenarios on the following RPGs featured in* White Dwarf:

	Articles	*Scenarios*
D&D	Less	Less
AD&D	More	More
RuneQuest	Same	More
Traveller	Same	More
T&T	Less	Less

24. *Do you think* White Dwarf *continues to improve in quality?*
Yes – 82% No – 18%

Well there it is. There are some strange contradictions; for example some features were voted best in some categories yet were loathed in question 21. Anyway, it was all very interesting and for your information, 98% of our readers are male and are likely to be 15 years old. And the winner of subscription, binder and badge was C Gidlow who lives in Faversham, Kent.

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Exeter University Games Convention
At Cornwall House, Saturday 28th January, 10am-10pm; Sunday 29th, 10am-6pm. Paul and Teresa Bailey's trade stand, table-top, board and FRP gaming including *AD&D* competition with expected attendance of 100-200. Admission: £1 in advance, £1.50 on door, no under 16s without parent or guardian. Maps, B&B lists, tickets and further information by large SAE: Jeff Wilks, Cornwall House, St Germain's Rd, Exeter.

Miniatures for Sale
Retirement has lead to five score expertly painted miniatures and rules to be sold. Send SAE to Neil, 57 Hollymount Close, Exmouth, Devon.

For Sale
Star Trek RPG, 15mm Deck Plans. *Fiend Folio, Deities & Demigods, AD&D* module, *Judges Guild. Ral Partha* boxed sets, *RuneQuest* Broos, *Speciality Sets*. Lots more in excellent condition and cheap! Phone: Mr Frankson, after 7pm; 01 743 4150.

Destiny Magazine
For media science fiction fans. Issue one: *Galaxy Wars, Terrahawks, Microcosm*. Phone: 025 679 4468 for details.

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HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Contributions Wanted
Remember, *WD* is always ready to consider articles and scenarios for publication. You even get paid for it! Submissions should be typed, on one side of the paper only, and double-spaced. Maps etc should be clearly drawn and labelled carefully. Scenarios should be as close to the usual *WD* format as possible. We're especially interested in *RuneQuest, Call of Cthulhu* and *Warhammer* scenarios. We can always use *D&D* stuff, of course and we'll use other systems too, if they're good. Same goes for articles too, really. So, if you want fame *and* some *cash* then start writing! You can send your contributions (or ring, if you've any questions) to: Jamie Thomson, *White Dwarf*, 27-29 Sunbeam Rd, Park Royal, London NW10 6JP or ring 01-965 3713.

AD&D Hull
Four *AD&D* players wish to join/ form club. West Hull area. Ages 13-16. Contact: Andrew Milner, 61 Rokeby Park, Hull HU4 7QE or tel: 0482 54695.

RPG Hythe/Southampton
Newly arrived RPG player in Hythe/Southampton area is looking for other players. *AD&D, RuneQuest, Aftermath*, anything. Write to: Robert Holmes, 12 Furzedale Gardens, Hythe, Southampton SO4 6HR.

Help
14-yr old boy would like to know if there are any clubs or RPG players in Durham City. Can play *AD&D, RuneQuest*, some *T&T* and would like to learn *Traveller*. Phone: Neil on 0385 771532.

Wanted
Any good condition role-playing magazines/fanzines (eg *WD, Dragon, Dragonlords* etc). When replying give issue numbers and price wanted (including postage). Write to: Philip Callow, 20 Merrilocks Rd, Blundellsands, Liverpool L23 6UN.

Help
Two player/DMs setting up new group, so if your 14 or under, semi-experienced with RPGs and live in Weston-Super-Mare then contact: D Appleton, 9 Coronation Rd, Highbridge, Somerset TA9 3DX.

RPG Bath
Bath Wargames and Role-playing Club meets every Sunday afternoon. Contact: Chris Bann. Tel: Bath 318880.

Wanted
Any person to trade information for *D&D, Traveller* or *Recon*. Any information accepted. Have much information to trade. Send all to: Brian Wallace, 1620 Miriam Rd, P O Box 553, Manitowoc, Wisconsin, 54220, USA.

Pen Pal Wanted
Experienced Canadian gamer wishes to find British pen pal. Interests are *RQ* and FRP in general. All letters answered. Please write: Mark Schofield, 37-45 Marksam Rd, Guelph, Ontario, Canada N1H 6YP.

Medieval Re-Enactment
The British Plate Armour Society requires Knights, Ladies and the like, interested in late medieval history and life. Historians, wargamers, FRPers and anyone most welcome. Contact: *BPAS*, c/o Simon Sarginson, 11 Cumberland Rd, Plaistow, London E13 8LH.

New Voyager
Wanted – Issue 2 of *New Voyager* magazine. Also wanted, *WD1-23*. Good prices paid. Contact: Alexander Aplin, Bryony Cottage, Henwood, Boars Hill, Oxford OX1 5JX. Phone: Oxford 862114 (evenings).

Luton
Experienced FRPGer, 23; soon moving to town. Plays anything, especially *RQ, SB* etc; even *D&D* if pushed. Will travel reasonable distance. Contact: Oliver Macdonald, PEP, Rothamsted Expt Stn, Harpenden, Herts AL5 2JQ. Phone: Harpenden 63133 ext 516.

RPG Essex
Anyone interested in joining my free RPG group send details about yourself to: Chris Sparkes, 36 Jefferson Close, Ilford, Essex. We play mostly *D&D, T&T, Traveller* and some *AD&D, RQ, Top Secret*. Novices and experts welcome.

RPG Club Edinburgh
New club with over 100 members, all ages welcome. Most SF/F games played. Contact: Donald Brotchie on 031 226 3354.

Attention Bushido GMs
I am interested in keeping in touch with GMs of *Bushido* for a mutual exchange of ideas and interests. Contact: 483 Newmarket Rd, Cambridge, Cambs.

AD&D/RQ Wrexham
24-yr old veteran DM and player wants to meet others over 16 in Wrexham area with view to setting up regular club. If interested contact: Craig Cartmell on Wrexham 264068. PS – Dear Jim and Mark: Ptoof.

Wanted
D&D players wanted for long term campaigns (*AD&D, Cthulhu, RuneQuest* and others). Referees welcome (age 15-17). Phone: 04024 50960 after 6pm. Experience preferred but not essential.

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Contact: Andrew on Worcester 640436.

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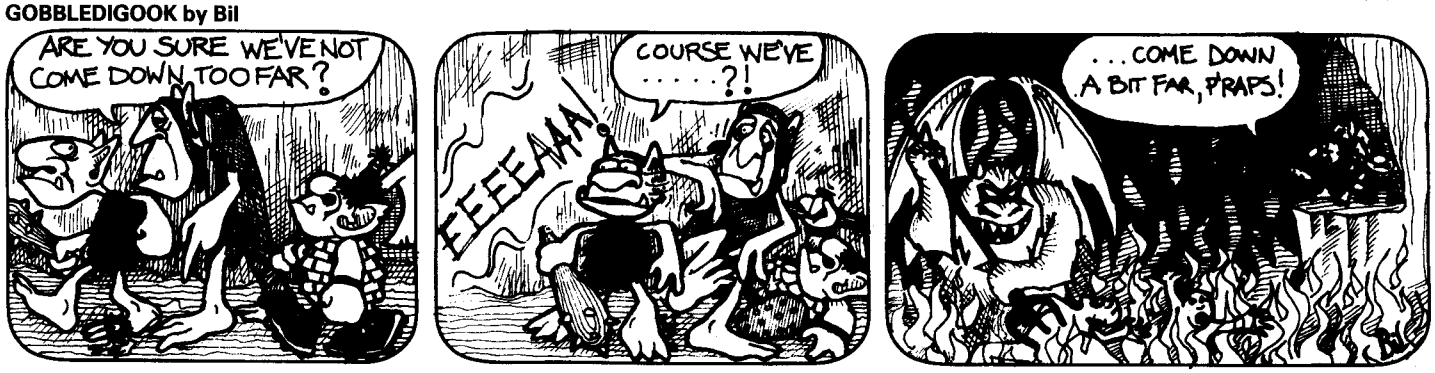
GOBBLEDIGOOK by Bil



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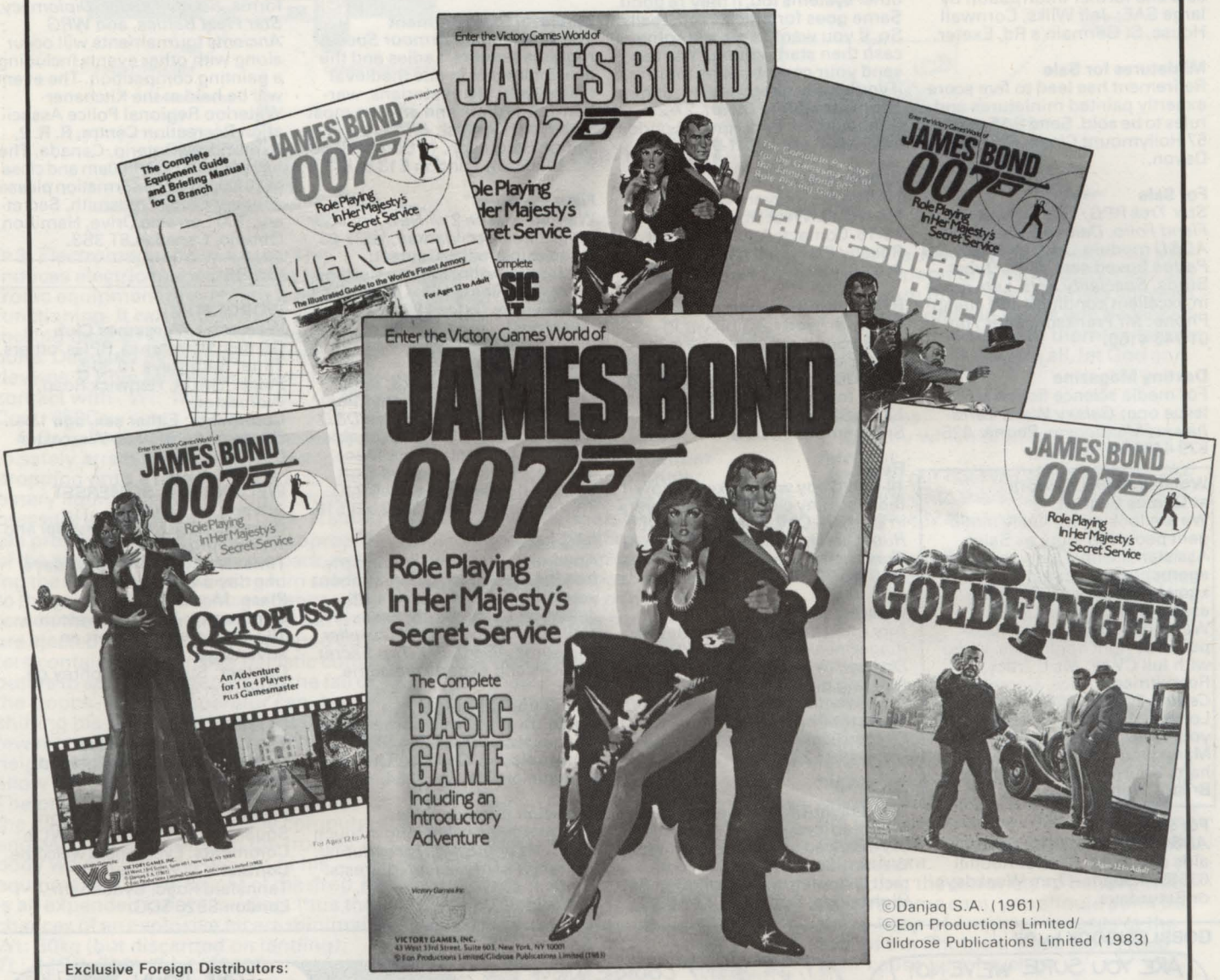

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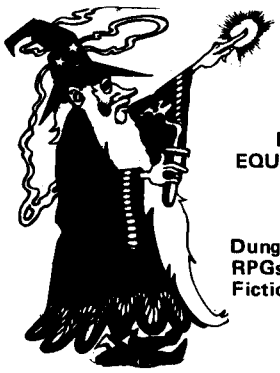

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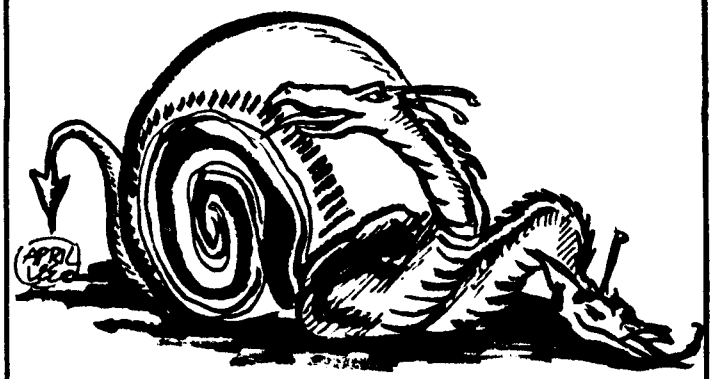

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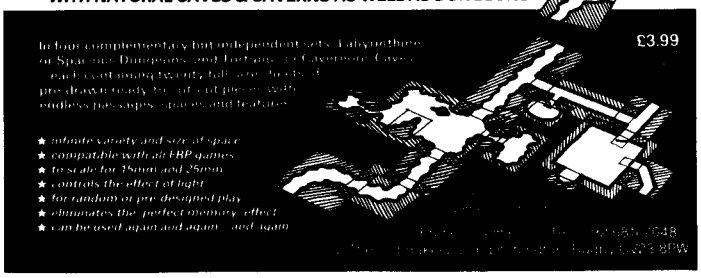

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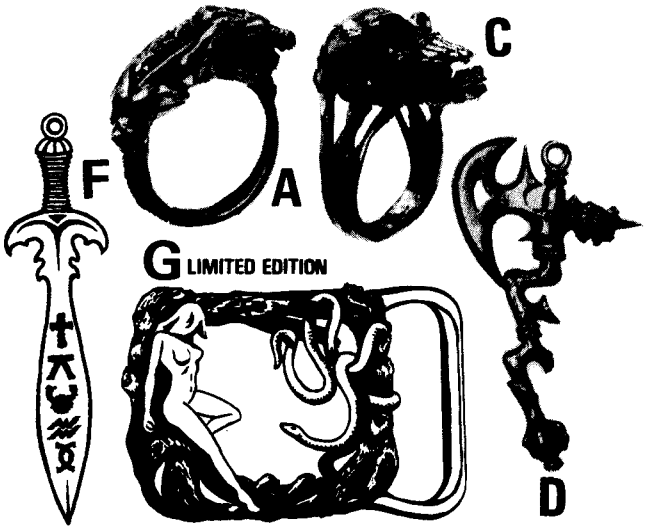

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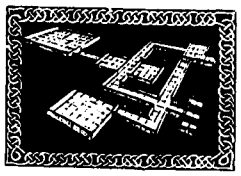

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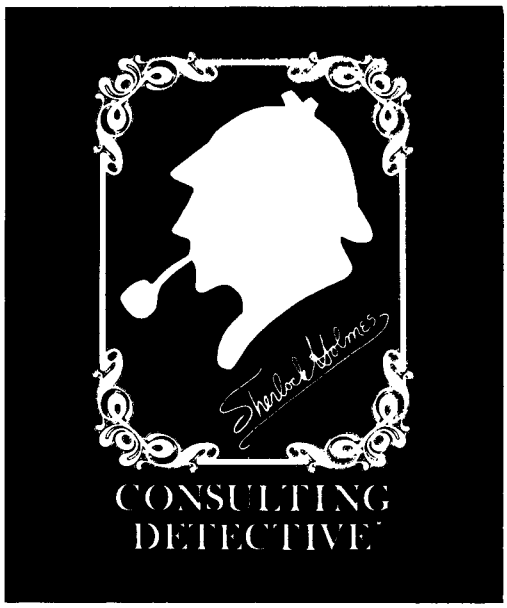

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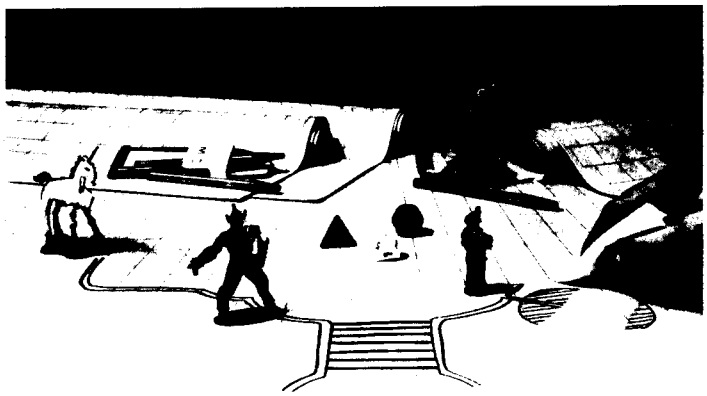

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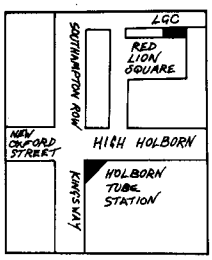

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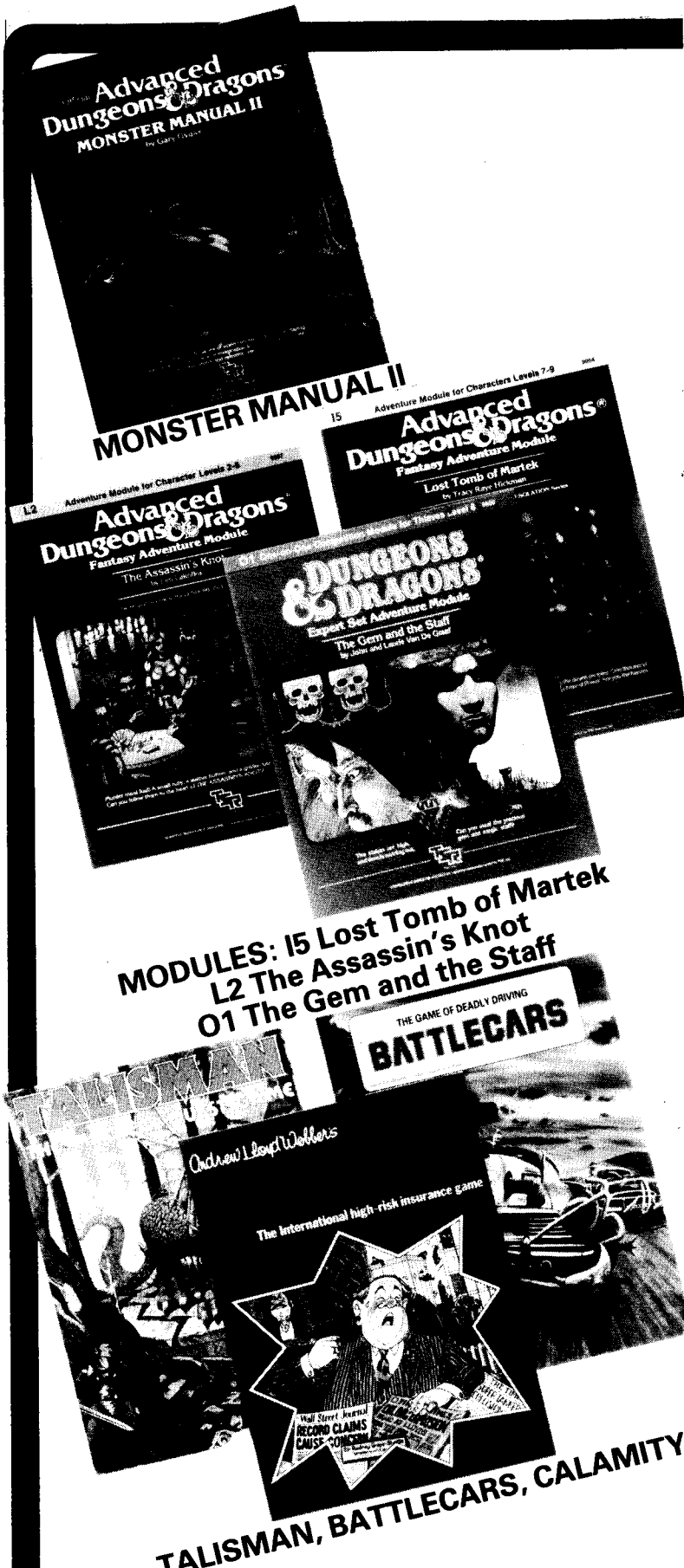

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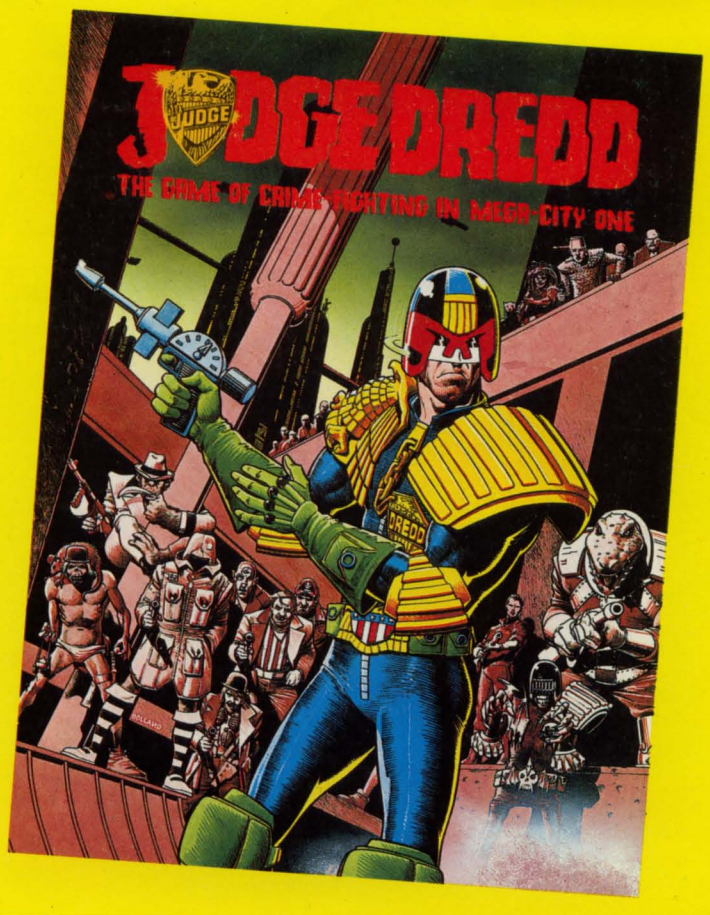

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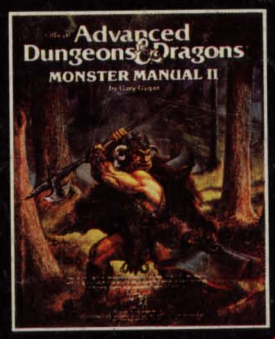

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